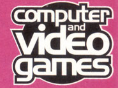
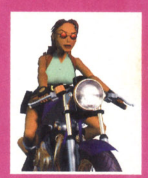


PLAYSTATION ✷ SEGA ✷ NINTENDO ✷ PC ✷ RETRO ✷ ARCADE ✷ ONLINE
computer and video games
+ FIFA SOCCER MANAGER
BE THE GUV'NOR IN THE LEGENDARY SOCCER SERIES!
+ V-RALLY
UNBELIEVABLE REALISM FROM THIS PLAYSTATION RACER!
+ BLAST CORPS
THE MOST DESTRUCTIVE GAME YET NUKES YOUR N64!
EXTRA 16-PAGE
FREEPLAY
ESSENTIAL GAMING JOURNAL
THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!
THE LOST WORLD
THE MOVIE AND THE GAMES!
ALSO DIVING IN:
G-POLICE
JEDI KNIGHT
LAST BRONX
ACE COMBAT 2
FORMULA 1 '97
RESIDENT EVIL PC
MISSION: IMPOSSIBLE
750pts SGFL
LARA GETS...
WET 'N' WILD!
IN OUR TOMB RAIDER 2 SWIMSUIT SPECIAL!
© CORE DESIGN
£2.50 68.00 ASCH $7.50 9.500 L
emap. images
#189 AUGUST '97
08
9 770261 369086
✷ ESSENTIAL GUIDES TO HOUSE OF THE DEAD, MARIO KART 64 AND VAMPIRE SAVIOR ✷











GREAT THINGS IN FRONT OF HER!

SHE'S STARRED IN A SMASH-HIT GAME, APPEARED ON THE FRONT OF THE FACE MAGAZINE, IS TOURING WITH U2, HAS A SINGLE IN THE WORKS AND EVEN A MOVIE IN THE PIPELINE. THE GIRL IS WORTH MILLIONS. BUT CAN SHE MAKE EVEN MORE WITH HER HOTLY-TIPPED SEQUEL, *TOMB RAIDER2*?

FIND OUT EVERYTHING THERE IS TO KNOW ABOUT LARA CROFT AND *TOMB RAIDER 2*, IN OUR BULGING FEATURE, STARTING ON PAGE 18!



CONTENTS

COMPUTER AND VIDEO GAMES #189 AUG 1997

SPECIAL HANDS ABOVE THE TABLE EDITION

RACING GAMES TO MAKE YOU YELL!




CONTENTS

SPECIAL HANDS ABOVE THE TABLE EDITION

COVER STORY

PS PC P18



LARA'S LOOKING SPICEY AGAIN IN *TOMB RAIDER 2.*

© CORE DESIGN

TOMB RAIDER 2 STAR LARA CROFT REVEALS ALL!

16 PAGE FREE PULL-OUT !!



COMPUTER CABIN! 8-PAGE TIPS SECTION



VAMPIRE SAVIOUR GUIDE

FREEPLAY FLOORS THE UNIVERSE WITH A TOTALLY EXCLUSIVE GUIDE TO **VAMPIRE SAVIOUR** FROM CAPCOM! PLUS! WE REVEAL **ALL THE SHORTCUTS TO BE FOUND IN MARIO KART 64**. ED SAYS THERE'S NOTHING GREAT ABOUT HIS TIPS THIS MONTH, BUT THERE IS A **FULL LIST OF SUIKODEN CHARACTERS** FOR YOUR BENEFIT. PLUS! OTHER STUFF, INCLUDING **YOUR DRAWINS**!

NEW GAMES

E3 SPECIAL LAST MINUTE REPORT

RISKING LIFE AND DEATH AT THE HANDS OF ATLANTA SECURITY, PAUL SENDS BACK WORDS AND PICTURES FROM THE SHOW FLOOR AT E3.

NEW **ACE COMBAT 2** — HIGH MAC MEGA ACTION!

NEW **GOEMAN 64** — KONAMI TAKE ON *MARIO 64*!

NEW **FIGHTING FORCE** — THEIR FIST. YOUR FACE. COOL!

NEW **LAST BRONX** — CRED COMBAT FOR SATURN!

ARCADE

P82 HOUSE OF THE DEAD



THE MOST PLAYED GAME OF THE MONTH, IF YOU'RE TOM GUISE THAT IS. YOU CAN PLAY THIS TOO WITH HIS HELP!

REGULARS







INDEX

EASY REFERENCE TO EVERY GAME IN CVG.

EDITORIAL



EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
JAIME SMITH
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
DAVE KELSALL, JASON FRENCH, YAS HUNTER, CARL WHITE
THANKS TO:
ROCK 'N' ROLL, THE HOOVER 500, JAMES LISLE, THE SANDWICH MAN, BRITISH BABES
SPECIAL THANKS TO:
SAM LEE (FOR HER AWESOME TEKKEN 3 PERFORMANCE LAST ISSUE)
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-216 6219
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

EXECUTIVE PUBLISHING DIRECTOR:
Sarah Janes
PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
GROUP ADVERTISING MANAGER:
Liza Hawkes
SOFTWARE MANAGER:
Chris Perera
AGENCY SALES MANAGER:
Paul Lanzarotti
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
MARKETING EXECUTIVE:
Zoe Wharnsby
AGENCY SALES EXECUTIVE:
Genene Dic
PRODUCT MANAGER:
Kirstin Ritchens
MAIL ORDER SALES:
Justin Wakeman
ADVERTISING ASSISTANT:
Annabel Green
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION ENQUIRIES TEL: 01858 435 350 RATES
(includes postage and packing):
12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline

HOTTEST EVER ISSUE OF CVG!

IT'S SUMMERTIME: HAVE FUN. BE HAPPY. GET A SUN TAN.

What do you want me to do, tell you that it's better to stay indoors when the sun is toasting the streets? No. Staying indoors is our job. Even if you're not dedicating as much time playing the games, don't blow the opportunity to catch some of the awesome titles coming your way. Nintendo have done the right thing and brought forward release dates of their three big games: *Mario Kart* (out now!); *Blast Corps* (July), and *Star Fox 64* (August). Sega are still providing an offer few should refuse: £99 for a machine already playing (and destined to continue) some of the greatest arcade to home conversions ever. PlayStation about to support the realistic *V-Rally* from Ocean, and a refreshing *Wave Race* with attitude title – *Rapid Racer*. These you can save for the rainy days we're almost guaranteed. Anyone playing *Hexen 2* will lock themselves away in darkness regardless of the weather. Let's be honest, it's part of the image.

We're here preparing to bring the Christmas line-up to you in style. It's all at E3, with the main report to follow next issue. Meanwhile the rest of the team are talking to Santa, making sure only those who read CVG get what they want in a few months time.

This is the only time of year where jealousy is pitched from our side. Bring back the clouds, and we can become the envy of you all once more. Ha-hargh! **Paul**



TAMAGOTCHI FARM

No doubt everyone else is now competing to kill Tamagotchis, fast as can be. But we're still feeling pretty paternal here. Since Jaime is feeling so proud about it, you ought to know the office record is now 27 years old. Without cheating. Alex and Paul both managed to keep theirs until 17 years old, then both died under mysterious circumstances. Paul's cheerful, happy feller copped it during a performance of Scream at Warner West End. Alex is too distressed to talk about his. If anybody else has any triumphs or tribulations worth mentioning, write and tell us.



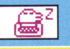
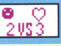


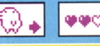








THE LIFE OF TAMAGOTCHI

THE BABY YEARS | ADOLESCENTS | ADULTHOOD

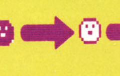
HATCHLING: CONGRATULATIONS! YOU ARE THE PROUD NEW TAMAGOTCHI PARENT!

0-1 YEARS: NEEDS LOTS OF CARE AND ATTENTION SO IT CAN START IT'S LIFE ON A GOOD FOOTING

1-3 YEARS: YOU MUST NOW START DISCIPLINING YOUR PET OTHERWISE IT MIGHT BECOME SPOILT!

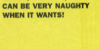
3-7 YEARS:

- WELL DONE YOU OBVIOUSLY LOVE YOUR PET AND ARE CAREFULLY NURTURING IT READY FOR ADULTHOOD!
- OH DEAR! NEGLECT IS ALREADY STARTING TO SET IN! MORE CARE IS URGENTLY REQUIRED TO STOP YOUR PET BECOMING A DELINQUENT!

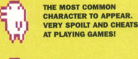
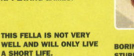
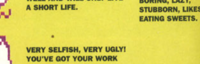
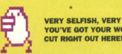
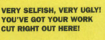




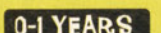

5-? YEARS:



- YOU'VE RAISED A VERY HEALTHY PET. SHOULD LIVE A LONG HAPPY LIFE, VERY FEW COMPLAINTS!
- HAPPY, CONTENT, BUT CAN BE VERY NAUGHTY WHEN IT WANTS!
- VERY LAZY... GETS UP LATE, GOES TO BED LATE. LIKES EATING SWEETS!
- THE MOST COMMON CHARACTER TO APPEAR. VERY SPOILT AND CHEATS AT PLAYING GAMES!
- THIS FELLA IS NOT VERY WELL AND WILL ONLY LIVE A SHORT LIFE.
- VERY SELFISH, VERY UGLY! YOU'VE GOT YOUR WORK CUT RIGHT OUT HERE!

SECRET CHARACTER: BORING, LAZY, STUBBORN, LIKES EATING SWEETS.


REMEMBER 1 YEAR IN TAMAGOTCHI LIFE EQUATES 10 I EARTH YEAR.

CVG RATING SYSTEM



5...EXCELLENT Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get way with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!

CVG APPEAL: TIME EXTENSION!

We have misplaced many of the entries to our CVG appeal, launched in #187. Basically we asked you to vote for a few worthy causes:
*Pac-Man Revival!
*Lucas to create Star Wars universe server.
*Two-player mode in Saturn Quake.
*Video Games to become a recognised sport.
*Capcom retro collection.
We need more entries. Send postcards to CVG, telling us which ONE of those causes you consider most worthy.
Address: **CVG, 37-39 Millharbour, Isle of Dogs, London E14 9TZ**



ALEX HUHTALA

STAFF WRITER
CURRENT FAV GAMES:
- DRACULA X
- RUNABOUT
- DEAD OR ALIVE
- HOUSE OF THE DEAD
- TOBAL 2

Celebrity status brings has given Alex untold power over EMAP Images. He recently laid claim to a whole two-week holiday (unheard of), has his own personal tele for playing games on his desk (an unknown luxury), is allowed to have a silly haircut (previously the reserve of Ed Lomas), says 'like' a lot in between phrases (even when asked not to), has mates in bands who appear in Select (and says their music is good), makes bad jokes (and we all laugh), doesn't make tea (but neither does Ed), and takes afternoons off to play with his alien mates. Like, we know when we're not wanted Alex. You only have to say the word. We know our place.

JAIME SMITH

ART EDITOR
CURRENT FAV GAMES:
- TETRIS JNR
- MICRO MACHINES V3
- SSF2 X
- SF 3
- MARIO KART 64

Man with a tan, and a house in East Ham. Wait a minute, didn't we use the same line last year? Too late now. Jaime has been paying regular visits to Norwich of recent weeks. For your information, that's where Derek Beatty used to host the quiz of the week: Sale Of The Century. No small coincidence, we think you'll find, since Jaime's profound interest in Quiz Night at his local pub. Norwich is like the Holy Grail for these people, so we hear. Jaime's real reason for going to Norwich is to visit his girlfriend. Is her last name Beatty? We don't want to know. Soon we might introduce a special CVG puzzle column, hosted by our very own quizmaster.

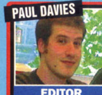
JASON FRENCH



DESIGN ASSISTANT
CURRENT FAV GAMES:
- V-RALLY
- WAVE RACE 64
- MARIO 64
- QUAKE
- WIPEOUT 2097

Actually he's from Watford. Comes out with all kinds of phrases we don't understand, and has charmed the entire office with his alternative style. He could be telling us anything from behind that dashing smile, like how are we supposed to know what a Bush Pig is when one walks by. Are you a scutter? How about a snagger? Believe us, you wouldn't want to be either, though one tastes pretty good unless you're vegetarian. Jason probably has a word for vegetarian too. Weird or what, Jason just came back from Oz and he's replaced Oz. These things couldn't be planned any better. Now all we need is some guys to replace Tom. Not really.

PAUL DAVIES




EDITOR
CURRENT FAV GAMES:
- VAMPIRE SAVIOUR
- RAGE RACER
- STAR FOX 64
- WAVE RACE 64
- GALACTIC PINBALL

Sometimes these 'diaries' are written before the event. Like last month, Paul didn't attend the Tamagotchi party at all – he ended up at the ballet! SO let's just imagine the kind of thing Paul would do this month. Any of this could happen: Paul's debut in an open air concert at Finsbury Park, as the world's best ever crooner. Even the ducks cry. A record 30 times in a row on the new PlayStation ride at Blackpool. Paul carries his insides home in a popcorn bucket. Finally, Paul is the first guy in the office to get all gold trophies on *Rage Racer*, and receives offers of marriage from girls in every country. Even Princess Stephanie of Monaco is interested.

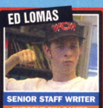
TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
- HOUSE OF THE DEAD
- DUNGEON KEEPER
- RAGE RACER
- QUAKE
- SCUD RACE

To the best of our knowledge, at the time of writing, Tom is learning to fly a helicopter. Following the tradition set by Blue Peter, we're volunteering Tom for ANY possible death-bringing venture. Last month it was almost parachuting, but that was cancelled because of bad weather. Or Tom's bad-smelling feet. It was one or both of those things. So, Tom ought to be in that helicopter as these words fill the page, filling his pants. Hah hah. Says he loves thrills. If he survives this one we'll think of something better. No wait, how about an alarm clock! Yeah, that would really shock his brain out of his ears. Could be messy.

ED LOMAS



SENIOR STAFF WRITER
CURRENT FAV GAMES:
- QUAKE
- HOUSE OF THE DEAD
- MONKEY ISLAND 3
- FIGHTERS MEGAMIX
- COOL BOARDERS

You might notice how Ed is looking especially refreshed this month. This is because he has enjoyed a three day holiday, bringing his total to eight in the space of two years. You may think this is harsh, but Ed is unlike anybody else on this planet. Now you're expecting to be told why. But we're not going to tell you why, because it's a secret. If everyone knew how Ed was able to work from 10:00 until 10:00, Monday to Friday, play games all weekend, then start all over again for months on end, everybody would be doing it. No we wouldn't. What a bloody joke. We'd all have to be completely mad, and threatened with a stick covered in poo.

STEVE KEY



SENIOR STAFF WRITER
CURRENT FAV GAMES:
- V-RALLY
- QUAKE
- STAR FOX
- SOUL BLADE
- RESIDENT EVIL PC

He's funny on the inside, but pretty straight on the outside, whatever that means. Though it seems to sum Steve up pretty well. Certainly after a few tubes of sherbert, he's the last guy left standing while everyone else is crawling about the floor. That's not to say Steve excludes himself completely from unruly behaviour. If anything he's more of a threat because he remains so precise. Which probably has a lot to do with why Steve, Tom, some guy named Rad, and ex-CVG superstar Claire almost got thrown out of the Football Football diner for throwing paper aeroplanes. The only guy we know who can bullseye a sherbert with a soggy napkin.

EDITORIAL







[KONAMI FINALLY UNVEIL COBRA ARCADE BOARD!]

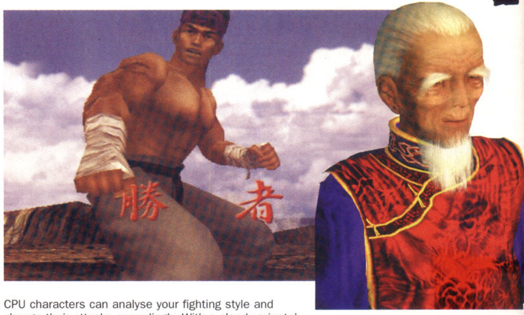
They've billed it as their answer to Sega's Model 3 board. And after much talk about its games beating the likes of *Scud Race* in looks, everyone's been dying to see it in action. So finally, Konami have revealed their state-of-the-art Cobra technology.

On Tuesday 17th June, Konami unveiled it's fantastic summer line-up of great arcade games at one of Tokyo's most majestic locations, The Imperial Hotel. All of Japan's top gaming journalists were invited to this special press show and nobody was dissapointed with what Konami had to offer.

The main event of the show was the final unveiling of Konami's mega fighting game, *Fighting Wu-Shu*. Previously known under it's code name of "PF573", this is Konami's first game to appear on their incredible Cobra board. Those who've been reading our arcade show reports will know we've been following this awesome game for some time, so expectations were high that this could even be a *Virtua Fighter 3* beater!

Basically, *Fighting Wu-Shu* uses the traditional 8-way stick and 3 button (guard, punch, kick) control system along with a variety of other fighting techniques and special features. All the characters movements have been motion-captured from top martial artists for amazing realism, and all the action is super smooth. In addition, *Fighting Wu-Shu* has an amazing AI system where the CPU characters can analyse your fighting style and change their attacks accordingly. With a clearly oriental theme, *Fighting Wu-Shu* uses some of Asia's greatest martial artists from China, Japan, Taiwan, Hong Kong and Korea. Each character has it's own distinctive personality and unique fighting style that is reproduced with unbelievable realism. In particular, Yun Sonmin, the 28 year old Korean, uses his Tekondo fighting style for devastating results!

EXCLUSIVE PICTURES OF ITS FIRST GAME!



Using the incredible power of the Cobra board, Konami have been able to create a graphical masterpiece that needs to be seen to be believed. As the characters fight and move, all their clothes fold and move. And those with long hair have it waving from side to side. Likewise, the ends of the sashes around their waist.. Take a look out for Fa Yue, the 22 year old lady from Taiwan. When she does a high leg kick, her chinese style dress (with the long split down one side) folds beautifully.

Not only are the characters incredibly detailed, so are the stages. Each stage is constructed entirely from polygons so it possible to view the stage from every angle. As your character fights and use commands to move around your opponent, the stage rotates giving you the opportunity to see all the great surrounding scenery. Some of the stages include a desert, a china-town district, a mountain top and a Korean courtyard. Each stage is full of detail, with such great effects as waves splashing up against the rocks, slowly falling snow and swirling fog etc. In addition, there are other nice little touches such as special lighting effects and interaction with the scenery.

TIPPED TO BE A *VIRTUA FIGHTER 3* BEATER!

Besides *Fighting Wu-Shu*, Konami were also showing their latest 3D shooting game, Solar Assault and a brand new gun-game, *Total Vice*. We'll have a full arcade show report next month with details on all these games and more!





NEW KONAMI COIN-OP HARDWARE LAUNCHED!

[SEGA BANDAI MERGER FALLS THROUGH!]

Following the incredible news of Sega and Bandai joining forces (as reported in our March issue), the agreement has now been called off only one day before the agreement was signed.

The deal would have created a a new company – SEGABANDAI – with consolidated earnings of £4 billion, making it one of the most powerful players in the global entertainment industry.

The reason for the sudden change of heart is said to be from inside Bandai. As quoted in Computer Trade Weekly last month, Sega's president Hayao Nakayama said "Bandai is a company where employees do their own thing and develop hit products. If we had tried to push through the merger, it would just kill that creativity."

The news of the deal being called off doesn't seem to have affected Sega's image in the stock market though. Their shares closed ¥80 higher on the announcement day! Bandai's however, dropped by ¥90.



[WIN THE LOST WORLD POCKET GAMES!]

We've gone Jurassic Park 2 bonkers this month! And thanks to our friends at Fire, we've got some all-new official The Lost World keyring games to give away. These game, similar in size to the 55-Game keyrings (see our subs page), feature a somewhat bizarre game in which you play a T-Rex, shooting at pteradactyls, triceratops, raptors and stegosaurus' *Space Invaders* style. To win one, simply answer this question. Jeff Goldblum starred in Jurassic Park. Answer:

A)Yes
B) True
C) Correct

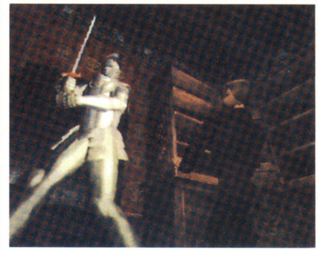
Send entries to Can't Go Wrong Lost World Comp at our usual address. The first 10 correct entries win. Fire also have a new selection of N64 universal adaptors and 256K memory paks available. To get hold of them or The Lost World keyrings you can call Fire on 01858 435 350.



[D2 NOT APPEARING ON M2]







Kenji Eno, president of Warp Interactive has said that *D2* (the real-time 3D sequel to D) is NOT going to be appearing on Matsushita's upcoming M2 console. The first screenshots were released over six months ago, and the game has been in development for years but this doesn't seem to have affected Warp's decision. Kenji Eno always speaks his mind on subjects such as this, and recently said "If Matsushita is a train going from A to B, they derailed somewhere soon after A". Harsh words they maybe, but Mr Eno has been known to speak out in public about other consoles – at a private presentation of Warp's *Enemy Zero* at the PlayStation Expo show last year, an enormous PlayStation logo morphed into a Saturn logo in front of the shocked audience. Kenji Eno then announced that he wasn't happy with the way SCE of Japan were restricting Warp and that the game would only come out on Saturn! He's also stated that Warp won't be producing Nintendo 64 games at the moment because he feels that cartridges don't have anywhere near the amount of storage space required to create a Warp game.

There are lots of rumours going around at the moment about Warp continuing development of *D2* for Sega's next console, which seems very likely. In fact, on a recent visit to Sega's headquarters, CVG's very own Japanese correspondent spotted Warp's Kenji Eno and Sega's President Hayao Nakayama chatting to one another. Apparently, Mr Nakayama rarely walks around the Sega building and the staff seemed surprised as he passed them. A bit later, the two left the building in what seemed to be a very good mood. Sounds promising.

[HMV/CVG CHALLENGE No.1: LONDON FINALS]

UK game fan, get yourself down to London for 3:00 pm on 26 July for the HMV/CVG Challenge Final! Last month Challenge heats took place at 11 major HMV stores up and down the UK. We asked everyone to push their concentration to the limit by shaving seconds off *Rage Racer*'s Lakeside Gate circuit. The survivors are heading down to HMV in London's famous Trocadero centre for the showdown, and the chance of winning a *Time Crisis* coin-op worth £8000!!!

By now you probably think you're the best there is on *Rage Racer*. Well, why not take a trip to London on 26 July to cheer or jeer the 11 finalists who think THEY are the dog's danglies. As this is the very first HMV/CVG Challenge Final, we're expecting a turbo-charged atmosphere! See you there!

THE DATE:
26 JULY

THE TIME:
3:00 PM

THE PLACE:
HMV GAMES,
TROCADERO BRANCH

The HMV CHALLENGE computer and video games

© Namco

NEWS





LAST MINUTE NEWS FROM E3 SHOW IN ATLANTA

[MDK TEAM LEAVE SHINY ENTERTAINMENT]

The design team that created *MDK* on the PC has left Shiny Entertainment to create their own company. While this sounds very dramatic, they are still part of the Interplay group and are also still associated with Shiny. The new company doesn't yet have a name, but includes some well-known names from both *Earthworm Jim* and *MDK* – Andy Astor, Nick Bruty and Bob Stevenson. Nick Bruty has been quoted as saying that Shiny allowed them to work unhindered, but they are looking for new challenges and that forming a new company is the only way to do so.



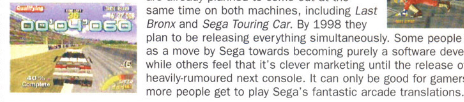
[E3 SOUNDBITES]

With the Atlanta '97 Electronic Entertainment Expo happening just as this issue went to press, we've been unable to bring you a thorough report on the events and games therein this month. Rest assured, Paul will be giving you his own first-hand experience of the show, in a huge E3 special next month. In the meantime, here's a selection of some of the headlines from the show.

- ***Mission Impossible*** on N64 has had its release moved back until at least Christmas due to problems with faulty AI.
- Westwood Studios are putting final touches on ***Blade Runner***, a real-time 3D adventure based on the cult movie. The concept is obvious – you play a Blade Runner hunting down replicants. The game will come out on a staggering 4 CDs, suggesting much FMV.
- Talking of Westwood Studios, they're also in the process of beta-testing ***Command & Conquer***, the on-line version of the game that allows for 50-player battles in a fight-to-the-death scenario. More on this soon.
- Bandai revealed their ***Tamagotchi PC game***.
- Following the success of Interstate '76, Activision announced work on the sequel, ***Interstate '77***. It uses the same game engine as its predecessor, only this time you play Taurus, oil-smuggling from Mexico. Cool new cars, levels and a funky new soundtrack are promised.
- One of the editors of GamePro magazine beat ***Shigeru Miyamoto*** at Starfox and won a joystick.
- ***Dave Perry of Shining Entertainment*** had this to say of Nintendo 64. ***"Nintendo's heading towards the cartridge limitation wall at 500mph."***

[SEGA MOVING TOWARDS PC GAMING]

Although Sega have until recently published all their games on the Saturn first, followed by a possible PC conversion around a year later, they are slowly moving towards simultaneous releases of all games on both formats. Many of their games currently in development are already planned to come out at the same time on both machines, including *Last Bronx* and *Sega Touring Car*. By 1998 they plan to be releasing everything simultaneously. Some people see this as a move by Sega towards becoming purely a software developer, while others feel that it's clever marketing until the release of their heavily-rumoured next console. It can only be good for gamers, as more people get to play Sega's fantastic arcade translations.



[E3 GAMES RUNDOWN]

As a final taster, here are some personal thoughts on the games seen, e-mailed from Richard Leadbetter (editor of Sega Saturn magazine) on the first day of the show.

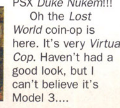
SEGA

No surprises. No *VF3*. Just about the only two games we haven't seen are *Sonic R* (that's the official name) and *Touring Car*. *Sonic R* is a racing game with just the one track at the moment, but it looks really cool. It's very *Mario Kart*ish in appearance. Not sure about the controls, but the visuals are awesome. No pop-up, very slick. Although Travellers Tales are doing it, it's clearly a Sonic Team game in terms of design. Only *Sonic* is controllable at the moment, but all the characters will be. *Last Bronx* is here, much the same as the build we've already, so none of the special additions promised.



Duke and *Quake* are very, very nice indeed. *Duke* runs at approximately twice the speed of the PSX version, which in terms of update is much like the Saturn version of *Hexen*. It really is cool on Saturn, looking better than the N64 version (although not quite as smooth). I'm going to meet up with Lobotomy later [secrets revealed soon].

Quake is a revelation. Only two levels are playable on the version here, but it truly is phenomenal. All of the lighting removed from the previous version is back, only BETTER, the monsters are far, far superior and overall it's just amazing. And yes, it's still faster than PSX *Duke Nukem*!!!



Oh the *Lost World* coin-op is here. It's very *Virtua Cop*. Haven't had a good look, but I can't believe it's Model 3....

SONY

Haven't spent much time there. Psygnosis have some amazing stuff, but I'm not keen on this *Blasto* character. Psygnosis' *Rascal* is like *Mario 64* on a PSX! As is *Blasto*...

I saw the Star Wars fighting game and it is bad beyond belief. Awful update, couldn't get any moves out. I couldn't even get Luke's lightsaber out. The new character is super-bad I was really looking forward to a *Tekken Soul Blade* thing, but no.

NINTENDO



This *Banjo Kazooie* game looks very, very similar to *Mario 64* as does *Conker's Quest*. *Zelda*'s there, and looks cool.

CAPCOM

Marvel Super Heroes. WHAT A GAME! The Saturn version is here minus a few characters, but it's running without the RAM Cart and already looks ten times better than the PSX build we saw earlier (ie most of the animation remains and the backgrounds number more than one. Oh and they're animated). Really, really cool. Still a bit slow, but I think I can live with the current speed. Seriously impressive. And that's without the RAM cart. With it, this game will undeniably rule the cosmos.

Res Evil Saturn you know about. *Bio Hazard 2* is cool on PS.



NEWS



PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

AND WE JUST CAN'T ENTER INTO ANY PERSONAL CORRESPONDENCE. SPEAKING TO YOU ON THE TELEPHONE IS BAD ENOUGH.

MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG



Hey, we just received some training in libel so this is the totally legal CVG MailBag. Meaning, no more slanderous comments about companies or each other. An end to malicious falsehoods and… oh, what the heck! We'd have no letters here if we had to reinforce all that. But, in case anybody out there is thinking about taking legal action against CVG, remember that this is all OPINION. Whoever said "what you don't know doesn't hurt" was lying out of their anus. But that's only our opinion (just in case). Write to us by conventional means, or by e-mail.

MAILBAG.CVG@ECM.EMAP.COM

SERIOUSLY?

Dear CVG,

I'm a big fan of your mag, but I'm writing to tell you how crap I think the new N64 is. I bought one on the day it came out thinking it would be great, but I was wrong. The graphics are all blurry, the sounds are duff, and the lastability of the games are abysmal. I haven't played *Wave Race* since I bought that. I swapped *Shadows* because it's like playing on a pocket £5 game. *Mario* is good but it is very overrated, *Turok* is a quality game, though that is the only true 64-bit game. Please leave FIFA 64 alone because it's the only footie game out unless you want to pay around £100. If Nintendo don't start making games the same quality, the N64 will be a flop. You most probably won't print this letter, but I bet there's a few disappointed readers out there. Where I live the people who've got N64 think this way too. Sorry about moaning, but it has got to be said.

Paul McDermott, Woodhouse Park



CVG: This is a genuine letter, folks. Hard to believe. Is anyone else reading this feeling as miserable as Paul McDermott?



JOHN AND ROG CONTINUED

Dear CVG,

You smell of poo. Rog was so excited reading your article on *Tamagotchis* that he went off and got one called Apple-Hopper-Trucker-Harry (A.H.T.H. for short). Now he is too busy playing with A.H.T.H to play with me. I really miss the days when me and Rog used to play with each other. It is all your fault and if you don't give me a million pounds and 2p I am going to blow up Japan!

lonely John



CVG: Rog's obviously very happy, John. He'll get over Tamagotchi soon enough. Blowing up Japan won't do you any good. Sorry we don't have £1 million and 2p.

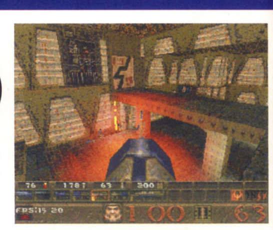
NOT GUILTY

Dear CVG,

My friends at school don't think my letter will get printed because they reckon you make up your own letters because nobody would send you any letters. Please prove them wrong.

Scott Perry, Bradley Stoke

CVG: There you go.



LOBOTOMISED

Dear CVG,

Must all mail have 'Most Wanted'? (Find enclosed just in case). Now, about Saturn *Quake*. Link-up "would slow the action down too much" according to Lobotomy (CVG 187). Have they played PlayStation *Doom*? I'm no Saturn programmer, but surely when there's more work to do (more players/monsters), a link-up means there's more machinery to cope with it?

Gareth Crowley, N Yorkshire



CVG: Letters which don't include a 'Most Wanted' list for FreePlay don't get printed! Give up on the link-up mode for Saturn Quake, Gareth. It's an entirely different engine to Doom.

WHAT WHERE WHY HOW PLEASE

Dear CVG,

There are thousands of people who have become interested in the videogames scene, thanks to their increased popularity. However many of these people, being so new, have no idea which machine they should purchase. I have written letters to many mags, CVG included, to seek advice on this matter. So why not introduce a new monthly or bi-monthly feature, whereby you assess all of the current available hardware and give your opinion as to whether it is worth buying. The feature would be recurring because, due to the fast pace at which the market moves, it would be necessary to provide updates each month or how well each machine is doing. You could have mini-reviews of the top games for each system included in the feature, as well as the opinions of the machine's owners (a hit with Freeplay Fan). You could include all the pros and cons of each system, as well as future hot releases. In this way you would deal with all of the letters which you receive each month, asking for purchasing advice at once. Please use this idea as it will prevent those of us who are as of yet undecided, from purchasing a good machine (like the Jaguar). You could also have a directory of good software shops to compliment the feature.

Ben A, Tunbridge Wells

Attack Of The Mutant Penguins on Jaguar. We recommend you don't buy it.



CVG: Like we always say to suggestions, and as we generally prove with the magazine, we're looking into the possibility. We appreciate our readers need more help when it comes to making decisions at retail.

STAR ★ LETTER

SPICE GIRLS HERE

Dear CVG,
Re the letter from 'Mr Bus' of 'Area 51' on the subject of the Spice Girls. Your comment finished off by asking if anyone else had anything to say on this matter. Well, I sure do! I hope you're reading this, Mr Number 21, because I'm going to tear your letter apart piece by piece, boy!

Firstly the CVG boys dare to put Mel C ahead of Victoria in their Spice Girls survey because they can. CVG has always been about expressing opinions and if CVG want to express opinions about anything, including the Spice Girls, then I say go ahead.

I'm glad we've all got your permission to like Emma or Geri but sorry fella, some of us are just going to like Mel C anyway. I find Mel C more attractive than any of the others for a variety of reasons. For starters, I think she is a beautiful woman (I mean, have you seen that Pepsi ad? WOW!) but it's not just that. Have you ever taken time out to find out what kind of people the Spice Girls are? Or are you the kind of man that is blinded by a fit body? Perhaps you find it impossible to comprehend someone liking Mel C because she is a nice person as well as a gorgeous girl. Have you ever read any of the girls' comments in the press? Or do you just like looking at the pictures? Enjoy 'em while you can matey because with what you're up to blindness is in your future.

Maybe I am insane (maybe? I hear you cry) but I'm not going to be called so by a person who calls himself Mr Bus and says he lives at Area 51! I'm also not going to stand by and let you say these things without defending Mel C. Hey, the age of chivalry ain't dead while I'm around, mister! No real man would stoop to personal abuse of a lady but you do gleefully. You find Mel C disgusting? Well, I and plenty of others find you disgusting. And I'm sure the lads at CVG don't need you advising them on their taste in women.

Anyway, now I've got that off my chest, I'd just like to say that CVG is still the best mag around, after all these years. Keep up the good work as if you wouldn't.
David Booth, Riddings

CVG: *Yes. zig-a-zig-ahh, and all that. More like this, please. We especially like the bit about us being able to express our opinion.*

OVER IT NOW

Dear CVG,
I am writing to you about some of my personal opinions on video games and consoles. First up is *Mario 64*.

Like many other people I bought a Nintendo 64 on 1st March along with *Mario 64*. Having played it for a few months and collected all 120 power stars I do not think that it is the 'REVELATION' that people say. Don't get me wrong, the game is sheer class and a landmark in video games, but somehow I simply don't find it as THE BEST game ever created. I can think of a dozen games which I enjoyed a lot more which have, in my opinion, far greater lastability. But, what astonishes me the most, is that not one of the CVG team voted it as the best game of '96. I am no stranger to the games and console market as I have purchased a number of consoles including a Sony PlayStation, Sega MegaDrive and Super Nintendo and owned a wide variety of games across these formats. Games that I prefer to *Mario* include *Wipeout 2097*, *Street Fighter Alpha 2*, *ISS Deluxe*, *Tekken 2*, *Resident Evil*, etc…

Now, I know that *Mario* is a totally different game and is expertly designed with some wonderful levels, as well as providing a new dimension in video games, but just because it does, doesn't mean that it is the best game ever!

My point is that just because a game is uniquely different and offers something that hasn't been seen before in a game it doesn't warrant the title of the best game of all time. Surely a game worthy of that title should have lastability beyond belief and be totally enjoyable and rewarding to play over and over again. And, in my opinion, *Mario 64* is not. You even said yourselves in issue #187 that it has no or a lack of competition elements within. After all, what makes a game so unique is playing against a friend.

Having said that, I am absolutely delighted with my Nintendo 64 and think that it has a very promising future indeed. *ISS 64* looks magnificent as I have seen demos of it and the fluidity of play and animation of the players is exceptional. Roll on June!

Another point I'd like to make is regarding the letter in issue #184 about 'Your Game' ideas. I think this is a really neat idea and would like to see a section in your mag where upon we give our game ideas to you. Big game manufacturers should listen more to what the games playing public want in a game or a sequel as I think they can provide a great inspiration to video games.

As your mag is totally brilliant and improved greatly over the last few years I think a 'Your Game' section would improve it slightly more, or maybe just replace it instead of the 'Retro Computer Cabin' inside 'Freeplay'. I would certainly like to see more news and 'Red Hot Rumours' section within your mag. Nevertheless your mag is brill so keep up the good work boys!!
Daniel Campailla, Llanelli Wales

CVG: *Mario 64 practically reinvented video games. It's fun to recognise a phenomenal achievement. If you disagree with our opinion that's fine – it was deliberately grand. Actually, Tetris IS the greatest game ever! So why not turn to our subscription page now to sample the magic for yourself, FREE! Saying goodbye to the 'Cabin' is one of the last things we'd consider right now.*




A GRRRL WRITES

Dear CVG,
Wotcha, I'm a 17 year-old woman-thing and I just wanted to say ta for the totally wicked issue #184. I don't normally buy your mag, but it was that wonderful *Tekken* feature staring up at me that persuaded me to buy it.

I'd heard lots about those *Tekken* games but I thought that they were all about two freakin' muscular blokes beating the crap out of each other. It just so happened that *Tekken II* was churning away on the monitors. 'Cor' I thought, noticing those gorgeous polygons with light sourcing. Yep, I was there for freakin' ages staring at it. I flicked through your mag and read more about *Tekken*. That was two months ago. Now I've got both games and I'm keeping up to date with the latest news by reading your mag. Who'd have thought that pulling off a ten-string into Kazuya's mush could be so darned satisfying? Oh, and get a load of that FMV… (one hour later, after a quick scuffle)… Cheers CVG for showing me the world consumingly brilliant phenomenon that is *Tekken*! Oh, and hello other *Tekken* fans!
Ashley 'button bashing' Trigg, Harlow

CVG: *Hi, Ashley!*

TAMAGOTCHI PARENTAL ADVICE

Dear CVG,
In your June 97 issue you had a lot of info about *Tamagotchis*. And as soon as I saw that issue that had the *Tama's* on the front I knew I should get it, because I had just bought my own *Tamagotchi* the day before. The bad thing was that it said in your magazine that it slept for 24 hours. So when it fell asleep at 8pm and I went to sleep a while after, I woke up at 7:55am and thought "AWWW HELL!! My Tamas gonna wake up any minute!" So I quickly ran downstairs to where it was, and waited for it to wake up again, and at 8am it didn't get up. Nor at 8:10 or 8:30, but eventually an hour later at 9:00 it woke up. And between 8-9 I was getting pretty worried about him, I thought he'd died in his sleep. But the main thing was that I could have had at least an extra hour's sleep, but I had to watch the crummy early morning cartoons while I was waiting. So I think in future you need to double check on things!!!
Kiel Hanson, Worcestershire

***CVG:** Surely you mean we said they sleep for 12 hours? Anyhow, the very last thing on our mind, Kiel, was to make upset your relationship with that little Tamagotchi. We'd like to apologise to all parents distressed by any misinformation passed on by CVG... hey, what is this! We're not your agony aunt Hanson!*



TAMAGOTCHI IN QUAKE!

Dear CVG,
Recently on Channel 4's Digitiser there has been a big argument going on about multiplayer games and how only a few people ever get to play one and that companies are forgetting about the one-player modes. Well one person wrote in saying that he got hold of a Bot for *Quake* so he could play against something with a bit of sense. Why doesn't id release an official Bot that professional programmers have spent time on? It could be edited by proper game menus by the user instead of all complicated DOS stuff. The *Tamagotchi* has been a hit, so why not have a *Quake* Bot as a virtual pet, it could be made so it can learn and be trained to become an unpredictable enemy or your friend. It would be able to learn from its mistakes and soon become so good that you can't beat it, so you could then use it on other players and their Bots. It would sell like Mr T ice lollys.
Paul Donnelly, Higher Bebington

***CVG:** Yeah, and instead of killing the Tamagotchis you could offer them food and play a game of peek-a-boo. You know AI wasn't invented with the Tamagotchi, Paul. But this is a cute idea.*



MEMORIES TOO PAINFUL

Dear CVG,
The last couple of issues of your excellent magazine have had me fuming. Don't worry, it's not something you've done it's the industry's new Big Brother attitude to censorship. Before I got my PlayStation I was a SNES devotee, and I can remember all too well the uproar caused by the censorship of games such as *Mortal Kombat* (the green 'blood') and *Wolfenstein 3D* (the cleaning up of is so as not to offend any friendly Nazis). And now censorship has reared its ugly head once more, on the 32-bit systems. The *Final Fantasy* scandal, the *Soul Blade* controversy and now the merciless slashing out of the saucy 'taste of Honey' pic in *Fighters Megamix*. Don't do it! If the worry is that it will influence people (which for a minute section of the population it will) is completely bull. So according to the BBFC if I whack someone with nunchukka it is illegal, but it's FINE for me to go hit someone with a big metal stick. Hmm, sorry Sony we love your games but that is just a load of poo. Because of this I am worried what will happen to *Duke 3D* in all its gory, foul-mouthed nudey girls packed glory. And as for *Grand Theft Auto*... so, everybody join the Great CVG appeal!
Chris Perkins, Canterbury

***CVG:** Nunchukas are cool, aren't they! Which is exactly why the BBFC banned them. Back in the 1970s a whole bunch of illegal Martial Arts schools began teaching kids how to use weapons, made popular by awesome movies such as Enter The Dragon. Problem is a lot of these kids sustained some terrible injuries due to poor tuition. Either that or they just picked up a set from a shop and took them into school. The BBFC decided to stop fuelling this hysteria. That's the reason. The GTA issue is completely separate, and obvious.*



Uk ***Soul Blade*** **features a weird three-piece weapon. Japanese** ***Soul Edge*** **has nunchukas with blades. Don't touch!**



VIRTUA FIGHTER 2 MADE OF CARDBOARD

Dear CVG,
Not long ago I got some money, around £150, when my bank went private or something, and so I thought I'd get an N64, second hand. So I went to Computer Exchange to get a US one, but all there was was one Jap one for a massive £175!!! So I thought I'd get a Saturn instead, for just £98 then got *VF2* & *Fighting Vipers* for it. I took it home and set it up next to the beloved PlayStation. I slammed in *FV2* and loaded it up.

97% you gave this! No decent intro I thought. Oh well, on with the actual game. The animation and players are nice, but the backgrounds are awful! They look like cardboard! I tried the arcade mode and completed it the second time I tried it. I waited for the lovely end sequence – but where was it? Huh? So I changed the energy bar to smallest and found I could complete the entire game with one move – Jeffry's G+P+K move. Still no end sequence! I remember you saying *Tekken 2*'s CPU as a fool...

I played *Fighting Vipers* through, still to no end sequence?!! Is there a special way to get one? How? I unlocked all the secrets and performed Training mode's moves until I lacked only one or two... okay, three OKs all in less than one day. I still have no Kuma Chan or Pepsi Man, though. Are they in the PAL version? I turned off my Saturn after about 10 minutes when all I got as endings were four still pictures which weren't even much good. I hope *Fighters Megamix* is better than this. I switched on *Tekken 2* and got properly awarded for my efforts with great rendered intros, and endings and a hard computer opponent. I guess I'll just have to buy the (supposedly) awesome *NiGHTS*.

I doubt you'll print this, as you obviously like Saturn games a lot, and fell free to cut out anything you don't want to keep.
McTarish Penwarden (Tom Bryden), Squatland (East Sussex)

***CVG:** The translation of VF2 on Saturn is monumental, not because it mimics the arcade look perfectly, but the gameplay is an exact replica. Enjoyment of the game has little to do with stunning intro movies, or end sequences, it's the opportunity to master a range of unique fighters. Wait until you go up against a great Akira player, then you'll understand! Also, you ought to dedicate some time with expert mode in VF2 – it's dumb to begin with, but learns as you go along. Eventually you'll find it a challenge to take even one round off the CPU. Of course you can complete the game using one move if the energy bar is down to nothing! You can also complete Tekken 2 on the hardest setting using just one move with nearly all characters – down and kick (using the circle button). If you've got such a downer on the Saturn's graphical presentation at this stage, you're gonna find fault with everything on the machine. Tekken 2 is cool to play, and it looks nice. True genius obviously doesn't count with the mainstream.*



Dodgy photos wanted.



I've seen prettier mugshots on Crimewatch.
Dodgy snaps. We've all got them. Mates, teachers, mums and dads looking like complete drongos. Dig 'em out, and send them to us.
We'll **EXPOSE** the most desperate cases during
The Chart Show, every Saturday morning on ITV.

*Send all photies along with both yours and the saddo's name and address, plus a Tizer ringpull or bottle top, to **REFRESH SOMEONE'S HEAD, FREEPOST SL966, SLOUGH, SL1 5BT.***

And because we're such lovely generous people, everyone who sends in a snap receives a **Free Tizer Sabotage Pack**. These are isolated incidents.
So please, don't have nightmares.
Together we can Refresh the Heads of the Nation.



Refresh Your Head



CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

Beware. You are entering a world where people play video games along telephone wires. Where they gain information from people they've never met. And where there are lots of cheats that don't work. You are entering the world of the internet! Each month we let you know where to find some of the more interesting game-related "things" available to anyone with a modem, but we want you to get more involved. If you have anything that will interest us and our readers, let us know by Emailing us at this address: cvg.world@ecm.emap.com. Otherwise you can send it by the uncool post of the past to:

CVG WORLD,
CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS, LONDON, E14 9TZ

PLAY LUCASARTS GAMES ONLINE!

HTTP://WWW.REBELHQ.COM

Lucasarts' two most recent multiplayer games are now running on the internet. From Lucasarts' multiplayer page – Rebel HQ – you can download the latest upgrades for the games, letting you join in the online games. The site also has any other info you might need to get the multiplayer games working properly. Once you're ready to play, follow the links to the Microsoft Internet Gaming Zone and start the game pretty much in exactly the same way as the others on the site. Naturally, *X-Wing vs TIE Fighter* is the most popular game on the site at the moment with some extremely serious players organising enormous battles (as well as some games with terrible pilots flying into each other).



When looking to join an X-Wing vs TIE Fighter battle, you can hang out and chat with all the other pilots.

MICROSOFT INTERNET GAMING ZONE

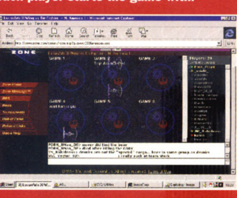
HTTP://WWW.ZONE.COM



Chances are that a lot of you don't know anything about Microsoft's Internet Gaming Zone yet, but you should! To be able to use the Zone, you need to first download the game software (it doesn't take long) and the membership software, then register yourself with a screen name and password. There's a selection of simple games to choose from, including chess and backgammon as well as a few "real" games which have been added more recently. Once you've chosen your game you get pick an area in which to play, ranging from North America to Europe. Players meet to chat in these areas and set up games very simply – you can see which games are being played, who is in each one, and so on. Simply click on the picture and wait for the game to start!



While playing Chess you can chat in the window at the bottom of the playing area! You can also set how much time each player starts the game with.



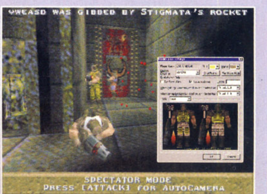
MICRO MACHINES V3 TIME ATTACK ONLINE!

HTTP://WWW.CODEMASTERS.COM

Since the release of *Micro Machines V3* on the PlayStation, Codemasters have been running a time attack competition on their web page. Take a look at the current top times and submit your own best to stand a chance of winning free games!

THE LOST QUAKEWORLD!

Once more id Software have released a new version of the *QuakeWorld* software! This time there's also a new version of the QSpy front end, giving the player lots more options. The registered version lets players create a buddy list which shows where friends and enemies are currently playing, as well as having a built-in chat mode where *Quake*rs can meet and set up games. The new version of the game itself is now compatible with *GLQuake* (3Dfx-enhanced *Quake*), making it look unbelievably good! The spectator mode is now more advanced, with a tracking option which follows a single player around the level and the ability for any player to record their own demos of the matches! The new QSpy front end and *QuakeWorld* client software can both be downloaded from the QSpy homepage **(http://www.quakespy.com)** right now.



Players can now customise their QuakeWorld character even more with this new option screen (the insert above).



***GLQuakeWorld* is unbelievably good looking. You'll find it hard to go back to old *Quake* once you've tried it out.**

PLAY GAMES ON THE NEW AOL!

Quite a few people have been asking us whether it's possible to play games or use a separate web browser with an AOL account, and now it is.
The new Windows 95 version of the AOL software can be run in the background while other programs use the connection, plus Microsoft's Internet Explorer is included in the package. This means that you can now play games such as Quake on AOL! At the same time, AOL have improved their pricing with three main options: Light Access costs £4.95 per month for 3 hours of time, with additional hours costing £2.35; Annual Access costs £179.40 for one year of use; and Unlimited Access costs £16.95 for a month's unlimited use. These prices are a lot better than the previous costs, and make AOL a more realistic choice for most internet users.
As you may know, we're encouraging any readers who use AOL to send in their screen names so that others can get in contact with them in the live chat rooms. Here are some of the readers who've already joined the CVG gang: **ManWhoCan, N64untrafn, SMann83266, DaFishsta, Hhenesy, Markie69er, MRaybone, Smokin45, Smellis911, LotusFive, EVERTON, Towers666, RUEGOOD, Zobbster, GXJ, PWhitelow, Gouki9999, CVGfan, Lemski 100 and DiarmuidUK** (from AOL in Northern Ireland). Don't forget, the omnipotent creator of CVG also haunts AOL so send any AOL-related messages to it at: **CVG Brain**.

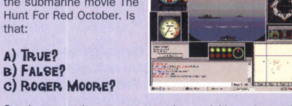
new pricing
AOL UK Offers New Convenient Price Plans



FREE IRON WOLVES SUBSCRIPTIONS!

Last issue we told you about On-line Games' *Iron Wolves* **(http://www.on-line.co.uk)**, the internet submarine battle game. This month we've got 10 free one month subscriptions to give away, giving the winners unlimited access to *Iron Wolves* as well as all of On-line's other games. To stand a chance of winning one of the subscriptions yourself, answer this stupid question:

Sean Connery starred in the submarine movie The Hunt For Red October. Is that:



A) TRUE?
B) FALSE?
C) ROGER MOORE?

Send your entries on a postcard as quickly as humanly possible to: **George Lazenby's Iron Wolves competition, CVG World, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.** Believe us, that question was funny one rainy Sunday in the middle of Docklands.

BODYBOARDING ON THE WORLDWIDE WEB!

This month we've got a selection mostly comprising of sites relating to video game music. From these pages you can download loads of tunes and samples from your favourite games of all-time! Let us know about your favourite pages and we'll mention them here!



THE MINISTRY OF DEATH CLAN PAGE
http://easyweb.easynet.co.uk/~craigmcd/mod.htm

Jason Clark (aka M.Blaster [MoD]) has asked us to mention his *QuakeWorld* clan's web page, as he thinks it'll get more people to join a clan. We think he just wants to show off. If you're a member of a *QuakeWorld* clan, let us know the address and we may just tell everyone about it.

THE FISH MAN
http://members.aol.com/DaFishsta/index.htm

Every member of AOL gets the space to create their own web page, as well as the free software to do so. One of our AOL-using readers DaFishsta (aka Ian Fishwick) and he has created his own page, so if you've ever wondered what he looks like, go straight there. You can also download his *Duke Nukem 3D* levels and find out about Queen. Great.

CODENAME: YAROZE
http://205.152.50.11/Yaroze/

For those of you with the Yaroze as well as anyone considering getting one, this page has all sorts of info and links.

THE GONZO GAMER
http://thunder.indstate.edu/h5/jngonzo/.games.html

A site which lets you go to masses of internet games, many of which can be played on your web browser.

MORTAL KOMBAT ANNIHILATION
http://www.nlcpub.com/Trailers/Mortal/

Okay, so the first film was pretty poor. Funny in places, but overall it was poor. In case you didn't know, the sequel is pretty much finished and carries on from the first film with Shao Kahn's armies trying to claim the Earth as part of his Outworld realm. If you want to take a look at it yourself, go to this address to download a trailer.

PLAYSTATION GAMER
http://home.sn.no/~wchan/

A reader of CVG, Joe Chan is the webmaster of the PlayStation Gamer website and asked us to mention it in the mag. We recommend you bookmark it, as it's very good indeed.

GAMING AGE
http://ga.simplenet.com/

You probably already know the Gaming Enthusiast web page, but you may not know that the writers recently all left in one go. They've now started up Gaming Age, and it's already looking very nice. Thanks again to Joe Chan.

ANIME PLAYSTATION
http://www.aiai.com/~freddy/animepsx/

Thanks yet again to Joe Chan for letting us know about this site. It's dedicated to Japanese PlayStation games and is packed with everything you'd want to know.



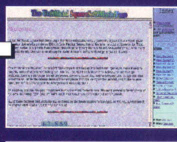
THE VIDEO GAME MUSIC ARCHIVE
http://www.geocities.com/TimesSquare/Alley/7097/
An excellent site with loads of game music midi files in .MID format. Choose the system you want to look at (mostly 8-bit and 16-bit consoles), then choose the game. It's well set out and has a brilliant collection of games.



Little character icons show each of the available games consoles.

GAME MUSIC HOME PAGE
http://www.informatik.tu-muenchen.de/~rehrl/GM.html
A selection of zipped up midi files of game music from the arcades, consoles, PC and Commodore 64. Some of them are particularly good, but the page isn't very well set out, making it difficult to find exactly what you want.

THE UNOFFICIAL SQUARESOFT MUSIC PAGE
http://www.dragonfire.net/~squaremusic/
Part of the UnOfficial Squaresoft page, you can get tons of tunes from various Squaresoft games here.



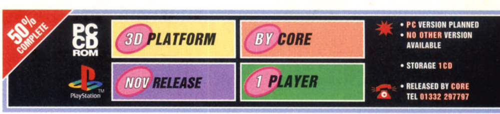
THE COMMODORE 64 AUDIO GAME MUSIC PAGE
http://www.city.ac.uk/~xa325/c64menu.htm
Dedicated to C64 music, this has tunes from all the top composers from some really popular old games. There are even details on ordering a CD of C64 music!

GAME MUSIC CORNER
http://netdial.caribe.net/~rdones/midilist.htm
Not a very big selection of files to download, but it's well presented and contains an FAQ all about video game music.







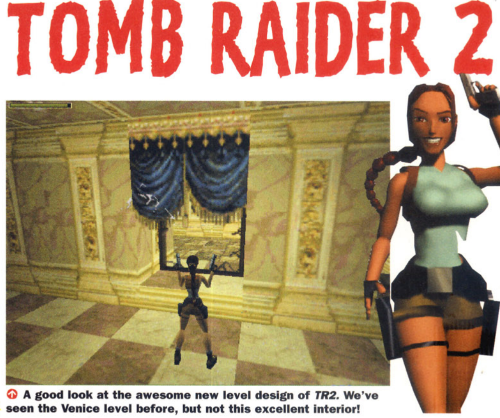


They've made Lara more curvy, and given her a pony-tail! She gets to wear a wet suit! *Tomb Raider 2* is looking pretty nice too.

TOMB RAIDER 2

The public face of *Tomb Raider* isn't all cool level design, and ground-breaking 3D-ness. For all the respect the technical guys at Core Design gained, the face of *Tomb Raider* is Lara Croft. A bunch of polygons which happen to represent a female. A sex symbol no less! That's S.E.X. boys, and we've always been so careful not to fall into such traps! We could give you, "Core are hard at work creating the sequel to...", or "Take some awesome graphics, a great-looking girl, a bunch of other stuff, and what have you got...", but that would be boring for us. How about we just give you the new Lara, and her new game. There's a lot to know, and more to show. And we do mean show. Where other mags go off too soon, CVG gives you satisfaction guaranteed!





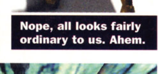
A good look at the awesome new level design of *TR2*. We've seen the Venice level before, but not this excellent interior!



Nice girl. Can't see why all the fuss though.

Nope, all looks fairly ordinary to us. Ahem.







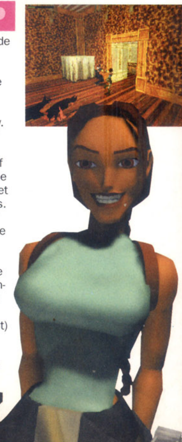


LARA CROFT: SUPERSTAR!

She's a phenomenon and she isn't even real... yet! When Core Design created Lara Croft, they knew what they were doing. A girl with great looks, a mean attitude, acrobatic and gun-slinging talents, and other great assests too obvious to mention. The perfect woman.

Since *Tomb Raider* debuted, she's taken the world by storm. Core Design admit that she's turned their losses of £1.9 million last year into a £7.6 million profit this year. Among video game fans she's the talk of the internet. Daily hit-ratings on scores of dedicated Lara Croft fan-sites challenge their Gillian Anderson and Pamela Anderson equivalents. And news groups are filled with doctored pictures of naked Lara, and talk of a fabled nude cheat in the game (our April Fool fueling that one!).

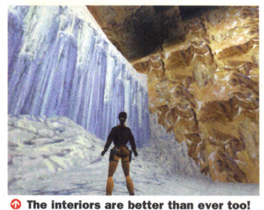
But it's the interest of the mass market that's most staggering. Newspapers talk about her like a real celebrity. But the ultimate accolade of cool has to be Lara Croft appearing the on the cover of legendary style magazine, The Face, together with a photoset of her in various slinky outfits. And the Lara Croft megastar machine keeps rolling. U2 are taking her on their PopMart tour with them, blazing her across their massive onstage screens. Then there's her single. A actress has been cast as Ms Croft (together with a rumoured chest-enhancement) to release the song through Eidos' own Naked Records. And a movie is indeed at the top of list of possible other ventures. Not bad for someone who doesn't exist!



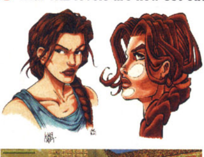




With *TR2* levels are now set outside!



The interiors are better than ever too!





With an enhanced version of the *Tomb Raider* game engine, Core have been a lot more ambitious with the scenery. And the results seem to have paid off. An excellent Venician townscape.

THE PONY SAYS IT ALL

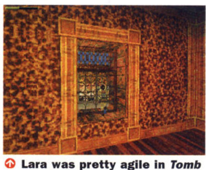
There used to be a time when a game's flaws remained invisible to its producers. Development teams sitting in their ivory tower, away from the fanatical player. Since the first *Tomb Raider* became available to the world, Core have been well aware of what players especially loved and loathed about the game. Letters they could possibly ignore, but the thousands of individual postings and news-group discussions are still buzzing. Rest assured, every 'what if', and 'I hate it when' has been considered for the sequel. But the ponytail is all Core's idea.



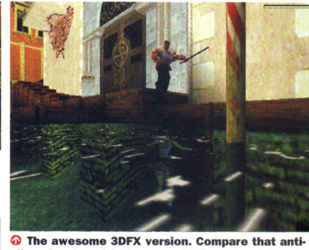
A lot of players found the first three levels in Tomb Raider quite uneventful. Expect lots of surprises early on in *TR2*.



New look Lara. Hot new wetsuit, that lovely new ponytail and even a flare she can throw about!

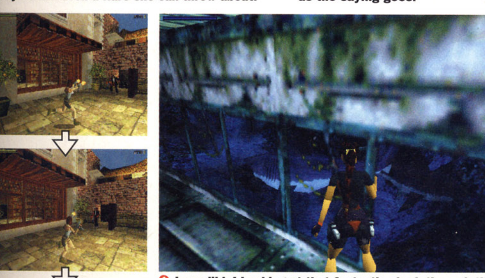


Lara was pretty agile in *Tomb Raider*, but players always wished she could do just that little bit more. "Your wish..." as the saying goes.



The awesome 3DFX version. Compare that anti-aliased water with the normal PC version below!





Some things don't change. Expect lots of gun action!

Incredible! Looking at that fantastic shark through the window! With 3DFX these graphics easily rival *Mario 64*!






A new feature! Lara smashes her way through a window!

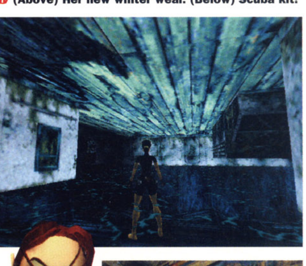

In this early pic, Lara doesn't have her new ponytail.


Here it is in motion! Note her new well-rounded breasts too!

BABY FACE CROCODILE SKIN

Odd that Lara doesn't freeze to death in the sub-zero sections of *Tomb Raider*. Like, how is a pair of Hot Pants and a sleeveless leotard supposed to keep her warm? And those heavy boots are no substitute for flippers when scuba-diving. Strange that her hand-gun doesn't get knackered too. Only a game, remember. Lara's only a bunch of polygons too, remember that. Still this hasn't stopped Core from adding a touch more realism to *TR2*: climate adjusted clothing, and a target/situation specific set of weapons for Lara. Next time you want Lara to follow your lead into the World Of Ice Cubes mammoth warehouse, she'll want to be properly dressed. And she'll die horribly if confronted with *TR2*'s more terrifying equivelant of a T-Rex with only a pistol to protect herself.


(Above) Her new winter wear. (Below) Scuba kit!




Lara feels the cold in TR2 – a miracle of modern technology, which requires her to wear a virtual fur-lined leather jacket to survive. Lucky she's not a vegan.

A harpoon is the only weapon to be seen with when you're in the swim this summer. Come on girls, let's show the boys what we can do. And, SWIM!

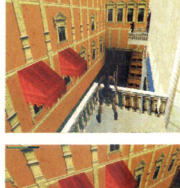

With her climbing ability, Lara can move sideways to new areas!



NO MOUNTAIN TOO HIGH

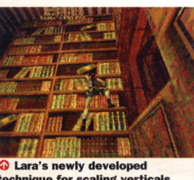
Expect obstacle-based puzzles in *Tomb Raider* 2 to present even tougher solutions. This is because Lara has more options available: hand-over-hand climbing, and crawling. In *Tomb Raider* you're typically looking for ledges that are of a suitable height to cling onto, or else some hole in the floor to take a running jump over. Since Lara is now able to venture higher, and slide beneath, there's no telling which route holds the most danger…










Lara's newly developed technique for scaling verticals enables her to search much higher for switches or hidden panels.


Subtle clues such as light bleeding into a darkened room should help Lara find exits at ankle height. Lucky she's so skinny.


New lighting effects illuminate walls, such as when her gun fires. This could be a demonstration of that right here!

TOMB RAIDER: THE BIG INTERVIEW!

WE'VE RANTED ABOUT LARA CROFT AND GAWPED AT HER NEW LOOK. WE'VE LOOKED AT HER NEW GAME AND RAVED ABOUT THE NEW FEATURES. THERE'S ONLY ONE THING LEFT TO DO, TALK TO THE MAN BEHIND *TOMB RAIDER 2*, OPERATIONS MANAGER ANDREW THOMPSON...

CVG: WHAT IS THE PLOT/STORYLINE?

ANDREW THOMPSON: Lara is looking for an artefact that is believed to be hidden in an ancient emperor's palace within the Great Wall of China. When she arrives at The Great Wall she'll have to find her way in and then locate the doors to the emperor's palace. However, it's not as simple as opening the doors and taking the treasure... Here the plot will begin to unfold and will have Lara travelling to several locations in search of clues. These will include Venice and an underwater shipwreck. We can't say too much at this stage as we want the twists and turns of the plot to remain a surprise until you play the finished game.



TOMB RAIDER 2: BETTER GRAPHICS, BETTER LARA, BETTER GAME!

CVG: COULD YOU DESCRIBE HOW A TYPICAL *TR2* SITUATION DIFFERS FROM A *TR1* SITUATION. WHAT FACTORS AFFECT DECISION MAKING NOW?

AT: Lara will have more freedom to explore in *TR2*. This is given to her in the new climbing move. She can climb hand-over-hand as well as side-to-side, so instead of looking for ledges to jump up to and making a bee-line for those, she'll have to be looking for hand-holds in the sides of cliffs or other objects that look as if they can be scaled. Once she starts to climb up the walls she can then move across to the left or the right to access further areas of the map.

Also we'll have the underwater combat working in *TR2*. Instead of swimming like hell from the underwater nasties, Lara will be able to shoot at them with her new harpoon gun.

The new lighting effects will also distinguish *TR2* from *TR1*. Lara will be equipped with a flare in *TR2*. We're going to base a few puzzles around this new element. Some stages of the game will be played in complete darkness so Lara will have to rely of her flare to light the way. She can throw the flare wherever she likes eg. down dark shafts to see what dangers lurk below. The flare even works underwater...! Dynamic lighting means that we can get really great gun flashes each time Lara shoots - this makes a massive difference to the overall atmosphere of the game, particularly when she's shooting in darker areas. Real-time lighting will mean that by the time Lara has completed a certain stage of the game, the sun may have gone down.

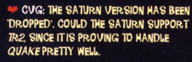
CVG: HOW BUSY IS *TR2* COMPARED TO *TR1* - HAS THE PACE OF THE GAME CHANGED? HOW SO?

AT: The pace of the game hasn't really changed. We know from the success of *TR1* that the combination of different elements (exploration, puzzles and combat) works really well as it stands. Lara will, however, encounter far more human baddies in *TR2*. The baddies will also be far more intelligent than those in *TR1* so she'll have a lot of ducking and diving to do.

CVG: WHAT GAMEPLAY FEATURES WILL BE INCLUDED TO MAKE PLAYING THROUGH THE GAME A SECOND TIME WORTHWHILE? (TIME RELEASED CODE, REWARD FOR SPEEDY/ACCURATE PERFORMANCE, ETC)

AT: There are, as in the original game, a certain number of secrets scattered throughout the levels. At the end of each stage you will be presented with a statistics screen telling you just how many of them you found. I would be very suprised if you were able to find them all first time!

There will also be a less linear feel to *TR2*, in other words this time you will actually be able to visit rooms second time around that you may have missed during earlier attempts.



CVG: THE SATURN VERSION HAS BEEN 'DROPPED'. COULD THE SATURN SUPPORT *TR2*, SINCE IT IS PROVING TO HANDLE *QUAKE* PRETTY WELL.

AT: The development of *TR2* leads simultaneously on PC and PSX, we felt that in the time we had available to us that we would not be able to do justice to the Saturn as the game would undoubtedly take longer to develop on this platform. We would not wish to release a sub-standard product on the Saturn.

CVG: ANY GOSSIP ON NINTENDO 64 *TOMB RAIDER*? PLE-EE-EE-EASE! PLEASE.

AT: None whatsoever!

CVG: WHICH GRAPHICS ACCELERATORS DOES *TR2* SUPPORT? ARE YOU LIMITING THE PS VERSION IN COMPARISON, OR WILL BOTH VERSIONS BE PRETTY MUCH IDENTICAL?

AT: *TR2* will support all major 3D cards as it will incorporate Direct X drivers. The PC and PSX versions will be identical in terms of gameplay and SFX etc.

CVG: TELL US ABOUT THE *TOMB RAIDER* MOVIE.. WHO'S PLAYING LARA?

AT: We are currently talking to a few people about the movie. However, we have no definite plans at the moment... Who's playing Lara? No idea! Maybe your readers could give us some suggestions.

CVG: WHICH TECHNICAL FEATURE ARE YOU MOST PROUD OF IN *TR2*?

AT: We are very proud of all the technical enhancements made to *TR2*, however, probably the most noticeable will be the dynamic lighting additions. The lighting, as I am sure you will agree, really does add depth and realism to *Tomb Raider 2*.

CVG: HOW MANY *TR2* FEATURES HAVE BEEN SUGGESTED BY FANS, AND WHAT ARE THEY?

AT: Through the many official and unofficial *TR* websites there have been literally many hundreds of suggestions. A great deal of them were ideas we had been playing around with ourselves. For example, Lara now has a number of costume changes and moves throughout *TR2*. It's almost impossible to site examples of fans ideas being specifically incorporated, needless to say though we read with great interest any suggestions that are made.

CVG: WHICH CRITICISMS HURT THE MOST ABOUT *TR1* - HOW FAR HAVE YOU GONE OUT OF YOUR WAY TO TIGHTEN THE GAMEPLAY WITH RESPECT TO THESE CRITICISMS?

AT: In all areas of development we have looked to enhance and generally improve the feel of *TR2*. We were aware of certain minor technical problems in the first game, we feel that we have successfully addressed all of the known problems simply by enhancing the engine and therefore the 3D system etc. For example, clipping and tight spaced camera angles.

CVG: PLEASE GIVE EXAMPLES OF HOW THE VEHICLES ARE INVOLVED - HOW DRASTICALLY DO THEY AFFECT THE GAMEPLAY ENVIRONMENT?

AT: There are certain elements of the game that we wish to keep under wraps just for a little longer - well you've just found one!

CVG: ANY ADVANCE INFORMATION OF WHAT KIND OF SOUNDTRACK WE CAN EXPECT? ANY MAJOR RECORD COMPANY TIE-INS, FAMOUS RECORDING ARTISTS, THAT TYPE OF THING?

AT: The soundtrack for *TR2* will be produced at Core Design by Nathan McCree, the artist who wrote the original *TR* score. He'll be composing in a similar dramatic orchestral style with plenty of atmospheric pieces that'll hopefully give you a few goosebumps.

CVG: ANYTHING ELSE YOU WANT TO TELL YOUR FANS AT THIS STAGE, WITHOUT RUINING ANY SURPRISES? ACTUALLY, WHY NOT RUIN A FEW SURPRISES WHILE WE'RE HERE?

AT: Yes, there is something: there are elements of the game that are so secret that we're not going to tell anyone about them at all. Ever. You'll just have to play the finished game.

CVG: WHEN YOU'RE ALL MILLIONAIRES, PLEASE CAN WE LIVE IN YOUR MANSION?

AT: I think we'll be able to arrange some accommodation in the servant's quarters...







The Lost World is gonna hit movie theatres any day now! With hype at the max, the game is set to follow in August. And it promises to match the roar of its big screen counterpart!.

The Lost World is one of the biggest cinematic thrills of the year. Maybe ever! But whether you've seen it or not yet, you can work yourself into a frenzy about that by turning to our back page. Here we're gonna talk about the game. A game that has to live up to that movie. In effect, a game that has to dazzle – and terrify – the player with super-realistic prehistoric monsters! But more so, it has to submerge you interactively in their environment. When the last Jurassic Park franchise was turned into a game, we had only 16-bit consoles to play on. And the scariest dinosaur was a sprite of T-Rex head sticking out of a cave. Now we've got PlayStations and Saturns with powerful 3D graphics. So what terrors does *The Lost World* intend unleashing onto us with this technology?

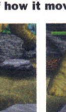


THE BREEDING GROUND

The most obvious concept for a *Lost World* game would be to put you in the role of a human, running around killing dinosaurs and trying to escape. Something like *Turok* perhaps, or *Tomb Raider*. But Dreamworks, the development crew behind the project, were far more ambitious. They wanted to create a game that visualised the setting of the film (Isla Sorna, the breeding site for the dinos seen in Jurassic Park) beyond those seen in the film. As such, they held daily brainstorming sessions and put together storyboards that eventually resulted in a 100-page concept document. One which detailed a 3D action game set over 40 levels with 25 different environments and 20 separate species of dino. Doesn't sound like anything special, but then you've yet to see who you can play as...

↓ *The Lost World* game promises incredible animation. This little 'Compy' dodging through the legs of a Brachiosaur should give you some idea of how it moves!



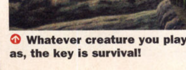












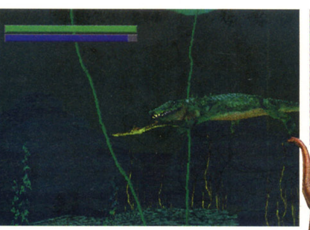
↑ Whatever creature you play as, the key is survival!

HUNT DOWN THE PACK!

The Lost World allows you to play as five different characters – and only two of them are human. The Hunter is armed with a flame thrower and grenades, and faces deadly carnivores in their natural environment. The scientist uses more technical equipment to stay alive. Aside from them, you get the choice of controlling three dinosaurs! The Compy is a tiny dino, but that makes it agile for escaping huge predators. The Raptor lets you race about as a swift savage predator, armed with incredible leaping power and ripping claws. And finally there's the T-Rex, giving you incredible strength and the ability to devour any creature in your path!









The intelligent camera pans about giving you the best angle for playing. It also provides some breathtaking views!



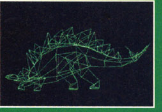


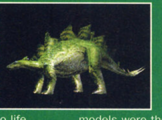






THEY'RE ALIVE! ALIIIVE!!



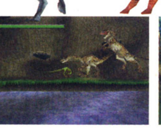


In bringing the game dinosaurs to life, Dreamworks wanted to make them as realistic as possible! As such, they used latest scientific theories on posture and musculature, together with real skeletal references and Stan Winston's models for the movie, to visualise dinosaurs with a convincing mass and weight. Of course, creating real-time dinos is somewhat different from the pre-rendered monsters from the movie. As such, low polygon 3D models were used, with detailed texturing overlayed. These seamless single-mesh models were then stretched about to test their durability before animation work began.

To create convincing movement, Dreamworks studied the present day counterparts of dinosaurs by visiting LA Zoo. Some of them even acted out some dino moves themselves. The original JP movie was also used as reference for the likes of the Raptor, T-Rex and Brachiosaur. These moves were then applied to DreamWorks MorphX animation engine to bring the living, breathing, flexing creatures to life!













JUNGLE MUSIC!

Creating the creature sounds for a bunch of extinct monsters, the developers had to look to modern day animals. The range of sounds sourced include a Vermillion Flycatcher's clicks, Beluga Whale songs, baby Jaguar grunts and even people blowing through 12 feet of vacuum tubing. These sounds were then digitally manipulated to create the trumpeting roars, shrill screechs and unnatural chirps of the dinosaurs.

The in-game music was made a tad more naturally, but in an equally impressive fashion. A 40-piece orchestra was assembled purely for the game, recording for two days at a Hollywood studio to create a 45 minute music score that the developers reckon you'd want to listen to in your CD player. On hearing the soundtrack, Steven Spielberg even called the composer, Michael Giacchino, "a young John Williams".

The music also serves an interactive purpose. Each of the five main characters has their own themed music – the T-Rex's is very majestic, the Compy's being more mischievous. However, if you're listening to the Compy tune and the T-Rex theme begins to mix in, it means only one thing – the King Of the Giant Lizards is near by!



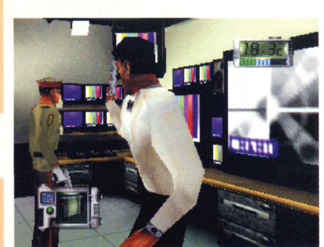
Playing as a T-Rex. That's what we want. The chance to rip up jeeps with our jaws!

DINOSAUR ATTACKS!

Everyone who saw *The Lost World* game at E3 was impressed. Not only will we have a report on that show next month, but if EA's release schedule is correct we may even have the game for review! Gargantuan!







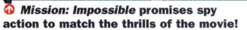


One of last years most exciting films is going to be one of this year's most exhilarating games. Read these pages well, they self destruct in twelve minutes...

MISSION: IMPOSSIBLE

Mission: Impossible was a staggering movie success. Made all the more impressive because it ambitiously attempted to update a cult 60's TV show. A series with an unforgettable theme tune, self-destructing tape players, but few other trademark features to work with. Yet the resulting movie fully demonstrated the blockbuster potential in reinventing classic action serials. And so comes the videogame on N64, with a similar reinvention task on its hands. It's being developed by Ocean, infamous for a slew of (frankly) poor film licenses on 8 and 16-bit machines. Now they intend on redeeming their reputation. No loosely-connected, formulaic, knocked-out platformer here. With Nintendo 64, Ocean intend on bringing out a *Mission: Impossible* game that matches the thrill, tension, atmosphere and look of the movie. And in the same effort pushes movie licenses into new area of excellence. Impossible!





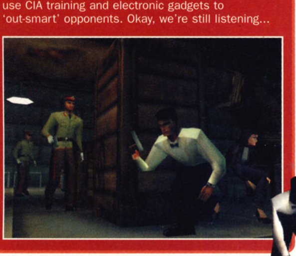
Mission: Impossible **promises spy action to match the thrills of the movie!**



Expect edge-of-the-seat tension as you race against the clock to finish missions.

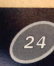
GREETINGS MR PHELPS!

The mission, as Ocean chose to accept it, was to make a game worthy of Paramount's franchise and Nintendo 64's power. 3D was an obvious ingredient, but a mere action-based corridor affair didn't seem right. Especially as the movie concentrated more on stealth, infiltration and trickery. Spy stuff! So that's what the developers decided to make the game into – a spy simulation! As they describe it themselves, "it simulates people in the same way a flight sim simulates planes!" A game in which you have to use CIA training and electronic gadgets to 'out-smart' opponents. Okay, we're still listening...





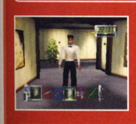




MISSIONS: IMPLAUSIBLE

While the game is strongly influenced by the movie, basing the whole thing on it would have been a tad hard, considering the film only features three main action set-pieces. These are featured in the game, however some license has been taken with with the plot to give the game more missions. Here's a brief rundown of what's in store for your N64 IM team. It should also give you a brief idea about how the missions aren't just action-based, but more laterally minded.

MISSION 1: THE RUSSIAN EMBASSY



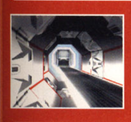
Based on the first big mission from the film, with a level design to match. Here though, the aim is to rescue a computer programmer imprisoned in the Embassy catacombs, and gain her help in recovering a stolen list of CIA operatives.

MISSION 2: THE ARMS DEALER



An example of the game's new extravagant plot. Here, terrorists are planning to buy nuclear weapons from a dealer in Norway. You have to infiltrate the arms dealer's base and induce the two negotiating sides to fall out, killing themselves.

MISSION 3: ESCAPE FROM THE CIA



With too many successful missions under your belt, you are arrested by the CIA – accused of being an enemy mole – and imprisoned in their HQ. The aim here is simple – to escape!

MISSION 4: INFILTRATE THE CIA



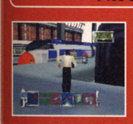
Having escaped, you now have to go back in! In an effort to uncover the real 'mole', you work for the other side, entering the CIA building to steal the second part of the NOC list. We haven't seen this bit, but we hope it's like the thrilling computer-room scene from the movie.

MISSION 5: WATERLOO STATION



The build up to the big finalé. You have to get the enemy (Max from the movie) to lead you to the mole. As such you have to avoid her bodyguards at the station and follow her onto the train.

MISSION 6: THE TRAIN



The final level promises a bit more in the way of all-out action, as you'd expect from a climactic ending! Having uncovered the mole, you have to chase them through the train, blasting enemy agents out of the way. Just like the movie, there's enemy support from a helicopter. Only this time it's blowing up the carriages, and you have to stay one step ahead!









All-out gung-ho action isn't the key. You've got to sneak about...



...until it all gets a bit messy. Then it's time to wipe out the gun!

HIS DAD'S CALLED MIKE!




Tom Cruise played an all-new Mission: Impossible character in the movie – agent Ethan Hunt. And that's who you get to control in the game. The incredibly detailed character (much like all the others in the game) is generated using around 350 textured polygons. However, detailed as Ethan's face is, there's something wrong with it – Ocean weren't allowed to use Tom Cruise's visage (a request from the star himself!). As a result they used a composite of features. Although Ocean won't say who was used (for legal reasons), the suggestion is that Ethan's mug may or may not have elements of Tom Cruise, and one other movie star who might just enjoy a nice Royale with cheese, in between some funky disco strutting!



MAKE CONVERSATION, NOT WAR!



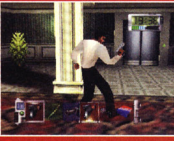
This CG mock-up shows how you 'quietly' disarm foes.



Mission: Impossible's passive 'spy' sim nature lends itself to an all-new type of gameplay. One which Ocean say "stems from the interaction of all the characters with each other and the player". In other words, you have to play it cool! Running around, shooting everyone in sight, will soon screw up the delicate nature of the missions. Instead you have to use more cerebral techniques. Ethan has total interaction (well nearly) with all characters. Allowing him to talk to, knock out, take the clothes, and when he has the gadget – copy the faces, of anyone he encounters. So for example, when trying to get through a security gate, instead of hopelessly blasting your way through, it's far more effective to disguise yourself as someone with access. No suspicion aroused!

VIEW TO A THRILL!

With 3D games, how the action is viewed plays a very important part. *Mission: Impossible* uses a third-person view, similar to *Tomb Raider*'s but more advanced. Floating cameras swoop and pan around intelligently to give the best view. When just walking around, these cameras remain at a distance. However, pull out your gun and the camera swings down over Ethan's shoulder. What's more, his body turns translucent and a target appears, allowing you to more accurately aim. Don't think this is a license to kill though. On Tom Cruise's strict orders, Ethan shoots to kill no-one in the game. All his shots are tranquiliser darts, and they don't last long!



The floating cam gives you full 360 vision when exploring!



Trouble! The camera zooms behind Ethan's see-thru head!









NOT AS STUPID AS HE LOOKS!

All this 'interaction' with computer characters obviously requires more than just dumb 'drones' wandering about. As such, the development team have spent ages perfecting a complex artificial intelligence system. Each individual 'being' has its own multi-layered AI, specifically linked to a realistic eyesight and hearing system. At its basic level, this means everyone goes about their normal tasks. A waiter, for example, will keep serving drinks. However, should it see or hear anything suspicious this program is interrupted. Wave your gun around and the waiter will call for help. Shoot at him and he'll run for his life. A guard won't be quite so wimpy though!



Another CG mock-up showing how the characters will perform normal duties in the game.



This Joe Brown lookalike waiter won't be so chirpy when he sees Ethan behind.





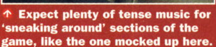




This is the computer expert you have to rescue in level one. This pic and the two below are only mock-ups.

CUE – LIGHTING OF MATCH...

Mission: Impossible is famed for its Lalo Schifrin theme-tune and its a guarantee the final game will have that tune (well, it better be!). However, the musical treats of *Mission: Impossible:* The N64 Game go far further. In a trick fleetingly used by *Mario 64*, the music changes according to your circumstance. If you're in a stealth situation, the music matches the mood. Get discovered though and the tunes power-up. All adds up to a lot more atmosphere.



Expect plenty of tense music for 'sneaking around' sections of the game, like the one mocked up here.



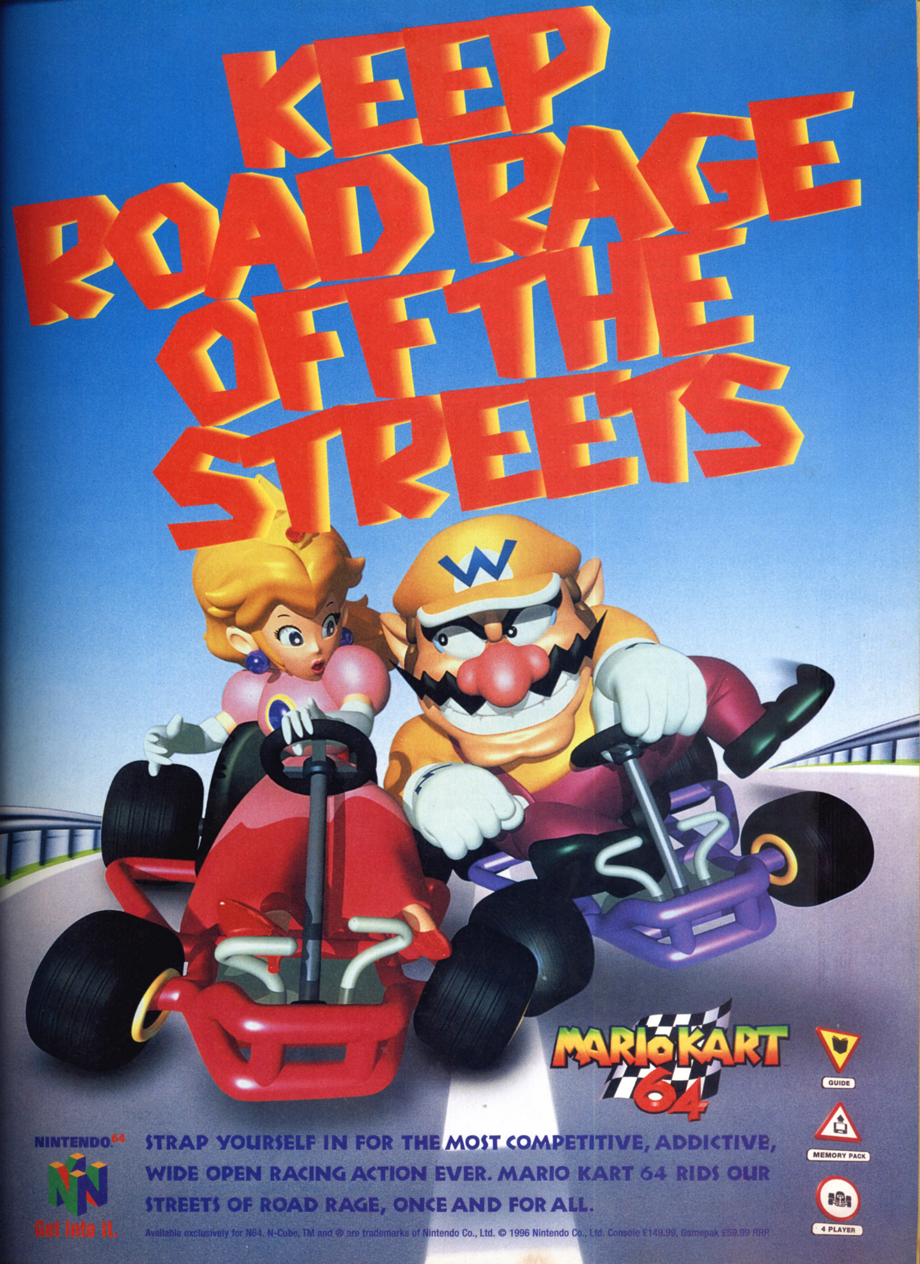
What music this bathroom scene will have is a mystery to us. Tinkly elevator jazz perhaps?





FOR YOUR EYES ONLY!

Ocean are hard at work to finish this game for November. And we want to see more of it before then. Our crack Cug Force will hopefully have penetrated their base and obtained a more advanced copy next month. Nothing is impossible!

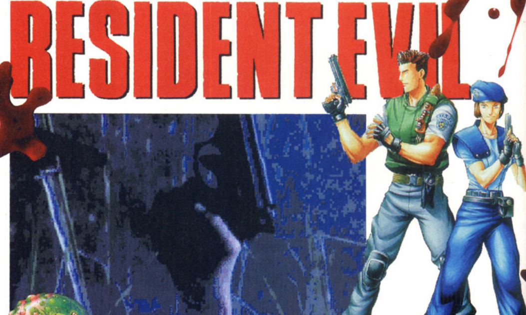

KEEP ROAD RAGE OFF THE STREETS
W
MARIO KART 64
GUIDE
MEMORY PACK
4 PLAYER
NINTENDO64
Get Into It.
STRAP YOURSELF IN FOR THE MOST COMPETITIVE, ADDICTIVE, WIDE OPEN RACING ACTION EVER. MARIO KART 64 RIDS OUR STREETS OF ROAD RAGE, ONCE AND FOR ALL.
Available exclusively for N64. N-Cube, TM and ® are trademarks of Nintendo Co., Ltd. © 1996 Nintendo Co., Ltd. Console £149.99, Gamepak £59.99 RRP





The smash PlayStation title of last year finally hits the PC in a blaze of '3D-chips' glory. If you've got the hardware, this is one game to look out for!

RESIDENT EVIL



When *Resident Evil* was released on the PlayStation in 1996, it bought a whole new game bracket into the public eye – Survival Horror! Never before had a game actually been genuinely scary. The dogs breaking through the windows, the monster flying out of the wardrobe and the first time a supposedly 'dead' zombie starts munching on your ankle. No other game has even come close to the atmosphere that Capcom created. Sadly for PC owners, they never had the chance to experience the world of 'survival horror', until now. Courtesy of Virgin and a little bit of wheelin' and dealin', 3Dfx owners will see the goriest European version hit their machines in August. Whether any new stuff has been added though is as yet, unclear. It will be more than a perfect conversion though, with the added power and memory at the programmers' disposal. Needless to say though if any developments occur, CVG will keep you very well informed!



THE POSSIBILITIES ARE ENDLESS...

By just looking at some of these screenshots, you can see just how much the game benefits from the added power of the PC. The detail on the Hunters prompted comments such as "Has this version got new monsters?" and the ultra realistic look on the characters faces is pretty remarkable. Here we have a few comparison shots.













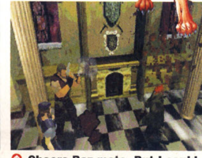
READERS WITH RICH PARENTS REJOICE!!!

The good new for all those PC owners with bank accounts larger than Alan Shearer's wallet or those who have a disturbingly wealthy dad, is that this game will run like a dream. It supports all of the major 3Dfx cards and PCs with Power VR or Matrox Mystique. If you own any of the following, jump for joy. If you don't, THIS GAME WON'T WORK! We just wanted to clear that up early.





If you look inside the crack in the wall, a clip should be inside.

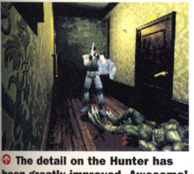


Cheers Baz mate. But I could have gorn and blown is 'ead off!

THE AWESOME *RESIDENT EVIL* GETS A PC MAKEOVER!

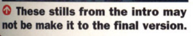
COMING SOON





This is the head of Kenneth that the first zombie has bitten off!

The detail on the Hunter has been greatly improved. Awesome!



These stills from the intro may not be make it to the final version.

IN THE BEGINNING...

For all those that have been locked away in dungeons for the past year or so, here are a couple of basic facts about *Resident Evil*. Depending on which character you choose to play as, also alters the difficulty setting. Jill is easier, as she can carry more items and has a shorter version of the game. She also picks up the better weapons earlier on in the game, like the Rocket Launcher. Remember that ammo is sparse inside the mansion, so shooting zombies in the backs when they are on the floor is recommended as it does more damage than a standard shot. When you have the shotgun, shoot the zombies in the head and they'll die with one bullet every time.



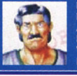


Once a spider gets close, you're in big trouble!

A CAST OF THOUSANDS

There are a hell of a lot more characters to *Resident Evil* than meets the eye. Chris and Jill are just the tip of the Iceberg when it comes to the Bravo and Alpha teams. Let CVG guide you through the cast.

ENRICHO MARINI



Mission Leader
Force: Bravo Team
Age: 41
Height: 6ft 3in
Weight: 183 lbs
Blood Type: O

BRAVO

Leader of the Bravo team and second only to Wesker for having complete control of the STARS unit. One of the only members who is actually alive when you locate him, he has already twigged onto the double crossing... to his eternal cost.

RICHARD AIKEN



Communications
Force: Bravo Team
Age: 23
Height: 5ft 8in
Weight: 138 lbs
Blood Type: AB

BRAVO

Richard doesn't fare quite as well as Enricho, as you encounter his mutilated body just before you meet Yawn the Snake for the first time. He was the communications expert for both the teams and served as the only link back to HQ when on location.

FOREST SPEYER



Vehicle Specialist
Force: Bravo Team
Age: 29
Height: 6ft
Weight: 157 lbs
Blood Type: A

BRAVO

Despite being Alpha teams deadliest shot – for he is a sniper – he falls foul to the evil crows and is one of the first corpses you discover. If you're playing with Jill, you can take his rocket launcher, whereas Chris only finds one clip by his remains.

KENNETH J. SULLIVAN



Field Scout
Force: Bravo Team
Age: 45
Height: 6ft 2in
Weight: 213 lbs
Blood Type: O

BRAVO

"A mere shadow of his former self." That's Kenneth. Unfortunately, you stumble across him just a few seconds too late, as a zombie finishes munching on his neck and his head rolls round on the floor. Search his body for a couple of clips though.

REBECCA CHAMBERS



Medical
Force: Bravo Team
Age: 18
Height: 5ft 3in
Weight: 93 lbs
Blood Type: AB

BRAVO

The only member of Bravo team who stays alive until the end of the game, providing you do your job properly. A relative newcomer to the team, who has only recently been recruited for her knowledge of first aid. Keep her alive at all costs!

ALBERT WESKER



Mission Leader
Force: Alpha Team
Age: 38
Height: 6ft
Weight: 186 lbs
Blood Type: O

ALPHA

There is a lot more to Wesker than meets the eye. We'll not say any more than that, but needless to say, he has a few skeletons in his cupboard. He is the leader of the STARS outfit and as a result has the attitude to go with the rank.

BARRY BURTON



Weapons Specialist
Force: Alpha Team
Age: 38
Height: 6ft
Weight: 197 lbs
Blood Type: A

ALPHA

The longest serving member of the S.T.A.R.S. team, Barry is one of its most respected members. If you're playing as Jill, Barry appears frequently throughout the quest to give her some much needed help and assistance.

BRAD VICKERS



Pilot
Force: Alpha Team
Age: 35
Height: 5ft 9in
Weight: 134 lbs
Blood Type: O

ALPHA

You never actually see him physically, but you hear his voice as he is the one who pilots the helicopter that picks you up from the end of the game. He is also the one who drops the rocket launcher you need to blow up the Tyrant at the finalé.

GORE CITY!

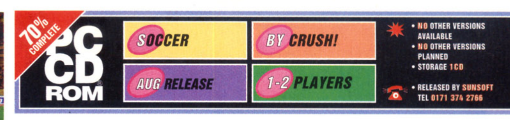
Just a quick note to tell you about the intro. As yet Virgin are unsure whether the full version on the preview disk will make it into the final game, but it is incredibly bloody. In comes the eye hanging out from the dog, the bones popping out from the hand that is still holding the gun, and the mutilated faces of the team. Also included is Kenneth's head rolling about showing his half eaten face. This is one game that is definitely not for the faint hearted!



WHAT HAPPENED TO JILL AND WESKER?

We'll tell you what happened. They're tooling up in time for next month's issue of CVG, where we'll give you the lowdown on how this version matches up to its predecessor.





All styles of football game are popular, so what about one combining all of them into one and adding an original online nationwide league? Sounds good, no?

Soccer Nation

Seemingly from nowhere, Crush! have appeared with *Soccer Nation*, the first in the proposed "*Nation*" sports series. It's an all-in-one football simulation with arcade-style 3D gameplay, extremely detailed management options, and a nationwide league complete with weekly fixtures. It's a very ambitious project, but it seems to be coming on brilliantly at the moment, and this August you'll get to try it out for yourselves!

CREATE-A-TEAM!

Soccer Nation isn't a real-life football simulation, and you don't manage real teams with real players. Instead, you get to create your *own* team from scratch, give them a name, design a kit, build and name a ground, then buy the best players you can afford. There are 2.5 million individual players each with their own ratings, history, attributes and personality, as well as 500,000 kit possibilities and 8.5 million stadium variations!



This training ground is next to a railway line. While you're playing away, trains trundle past!



The online league will be full of strange team names.

YOU'RE THE BOSS

While *Soccer Nation* isn't a 100% dedicated management simulation like the *Premier* and *Championship Manager* games, it is in fact at least as detailed as them. If you choose to manage your own team, you need to control all the finances as well as deciding exactly how each game should be played. You can set exactly where each player should aim to be when the ball enters certain sections of the pitch, as well as give everyone individual objectives and commands for the game. On top of all this control you have over them, their own personalities will also affect the way they play. For example, a greedy player may not want to follow his orders to play the ball up the wing to his team mates!





Here you get to set exactly how each player will move during the game!

If you really want you can make all your players hang around in a bunch.

THE REAL SOCCER NATION!

The most exciting feature of *Soccer Nation* is definitely the nationwide league which is being set up. Once you've created your team from scratch you can enter the league and play fixtures every week against other managers from around the country. You'll be able to buy and sell players on the international transfer market (leagues are being started all around Europe) by bargaining with real people, and you'll be able to get REAL cash prizes for winning cups and leagues!

Playing in a big league with other *Soccer Nation* managers is a fantastic prospect, and with Eurosport covering the big games on TV, it's a surefire winner. Crush! are aiming this online managerial game at football fans as well as games players, making it more of a hobby than just a video game.

When you have an away fixture, the game automatically downloads the look of the opponent's ground in a matter of seconds.

START WARMING UP

Soccer Nation has the potential to become one of the biggest games of the year and beyond, and is certainly coming on brilliantly at the moment. We should have a near-complete version next issue, so expect a full feature then.

Improve your chances with
the opposite sex.
Start using protection.

The daily wash that helps prevent spots before they start.

Spots: Oxycute 'em













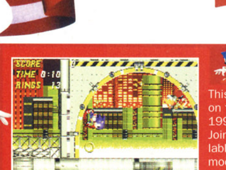
70% COMPLETE

SEGA SATURN

RETRO COLLECTION	BY SONIC TEAM
AUGUST RELEASE	1 PLAYER

- MEGADRIVE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 4 CDS
- RELEASED BY SEGA TEL 0181 996 4620

The chance to play all the classic *Sonic* games on one awesome Saturn CD! An opportunity that cannot be overlooked. Let's go back to the future!



Last month we took a first hands-on look at *Sonic Jam*, Sonic Team's brilliant collectors pack of all their excellent Mega Drive platformers. This month we turn up the heat as the work nears its completion. Of the four games included, only *Sonic & Knuckles* still needs fine-tuning. So, having given you a taster of the 3D museum front-end in the last issue, we thought we'd take this chance to refamiliarise (or perhaps introduce) you to each of the games in turn. And also show just a little bit of what makes them some of the greatest video games ever made!

SONIC 2: 1992

This hugely-awaited follow-up was launched worldwide on the now legendary Sonic Twosday (24th November 1992), at the very peak of the Mega Drive's popularity. Joining a sleaker Sonic was a sidekick Tails (controllable with the second pad), a funky two-player race mode, the essential super-spin, even sharper levels (more of them too), and the awesome surprise of yellow Super Sonic! Without a doubt, this was the coolest game in its day!

SONIC THE HEGDGEHOG: 1991

The game that started the ball (and hedgehog) rolling. Blatantly lifting the platform formula laid down by the 8-bit *Mario* games, it added all the trademark frills that single-handedly turned the Mega Drive into a worldwide success. Superfast action, wickedly constructed roller-coaster levels, brilliant graphics and sound, and most importantly, an universally appealing character!






A milestone in gaming history. Great fun too!



Sonic 2's split-screen mode used hi-res compression!

SONIC 3: 1992

After a long period of near-complete silence, this game exploded into existence in February '94. A new grittier graphical style – with a boss-eyed, bandy-legged Sonic – matched the more aggressive gameplay. Cool power-ups (fire, magnetism, bubble shield), levels with more action set-pieces (level one explodes into fire!) and a new 'misguided' enemy, Knuckles, made this the paciest of the series. Marred only by a weak ending. But then there was a reason for this...



Definitely the most thrilling of the *Sonic* games. The massive levels were packed with surprises like this!






SONIC & KNUCKLES: 1994

Released in October of the same year, this was Sonic Team's big finalé to the Mega Drive series. What made it so unique was the fact that the cartridge was open-ended, allowing other *Sonic* games to be plugged in. With *Sonic's 1* and *2* this just meant extra bonus levels, or playing Knuckles in *Sonic 2*. But with *Sonic 3*, it became the 'true' second half of the game – giving you access to Knuckles only sections of the levels, and presenting Hyper Sonic and Super Tails!



Knuckles could climb!

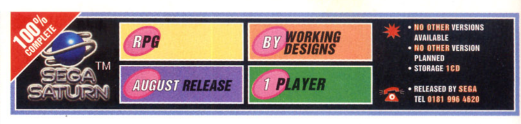





ELECTRIC BLUE!

Sonic Jam is on course for an August UK release. And we've got a *Sonic* celebration lined up for it! Everything you need to know about the awesome games contained within and the finished 3D front-end next month.





Since *Dragon Force* is already available in America, the English text translation is already complete. It's just a matter of time before it arrives on British soil.

DRAGON FORCE™

You either love RPG's or you hate them – there is no in between, or middle of the road opinion. Slowly the Western world is coming around to the fact that taking over the role of a young hero in a fantasy world usually makes for weeks of absorbing gameplay. The UK is the last port of call for the *Dragon Force* crew, with moorings in Japan and America having already taken place. The reason behind the delay is unclear, but seeing as this is a slightly different RPG compared to the standard affairs we are used to, the wait may well prove to be insignificant. The combat engine, the map screens and the RPG elements are all twists and tweaks on the normal style, so if you don't like, say, *Shining Wisdom* or *Dark Saviour*, this may appeal to you.



The monks are the best troops to have under your control.

ONCE UPON A TIME...

The biggest challenge in *Dragon Force* is getting to grips with the control method, and working out the best way of fighting opponents fairly. Let CVG give a brief beginners guide to the ins and outs of *DF*.





STEP 1: CHOOSE A KINGDOM

To begin with you're given a choice of six kingdoms to take charge of, each with differing abilities. The land you choose affects the number of Generals you have in your party, the type of soldiers they can command, and the fighting style you adopt. We found that the Izumo Kingdom is a good one to start with. Once you've selected a character, you get a small plot intro for him or her and it's onto step two.





Izumo Kingdom is a good first choice.



STEP 2: ORGANISE THE GENERALS

You are now thrust into the command of your castle. There are four options to plough through initially, mainly to do with domestic affairs. These include awarding medals to those generals who have performed exceptionally well in the field, persuading captives to join your team, and checking on the health of your party. Simply select 'done' when you think you've finished, to go to the map screen.

STEP 3: DEPLOY TROOPS

This is the most complicated part. Click on the castle you inhabit and another set of options appear. Select 'deploy' to round up the troops. Assign a leader, then decide whether you want he/she to enter into battle. Next you assign the rest of the party to a division and you're ready for battle! It's up to you whether you want to abandon the castle completely, but generally it's better to leave it completely.

STEP 4: SELECT CASTLE TO ATTACK

Time to gather up your troops and attack the enemy. The first time you attempt to attack you'll be automatically asked to select a destination. Simply move the pointer to a castle you want to invade and you move there. Other times you have to select 'army' then 'direct' from the options. If you bump into another person on the map screen you automatically take them on in the heat of battle.



YOU GOT SOMETHING TO SAY?

When you're on the map screen, the characters walking between the towns let you know what they are thinking by a series of speech bubbles appearing by their heads. If they want to fight somebody a small sword appears, and those who are running away show a small, panic-stricken man. Victory is shown by a man with his arms raised aloft, and defeat is a small angel floating into heaven. When someone is awaiting instructions a group of dots appear.



↑ **Running away seems to be common in this part of the map.**

FIGHTING FORCE

Fighting the enemy is a strange affair to say the least. You don't have direct control over the troops, you simply instruct them in tactics and formations. The battle takes place over a large expanse of land, and the only characters who fight are your small troops. It's strange to begin with, so let us lift the lid a little more:









STEP 1: SELECT TROOP FORMATION

Firstly you have to sort the troops into a formation that matches your strategy. We found that the most effective is 'Melee', which basically sets all of the troops onto the enemy in a completely random pattern. If any rival troops manage to break through, they come back to help. You can select a defensive pattern to protect the leader (you) but it isn't as effective, and you often lose more troops that way.

STEP 2: THE BATTLE BEGINS

After selecting the formation, your mini army is sent into action. Soldiers make their way towards the enemy and usually encounter them in the middle of the arena. Your army swipe and attack their way through the enemy ranks, in a bid to get to the General, then attack him or her. You don't do anything until the troops run out or the enemy is defeated. So sit back and watch the show as it were.

STEP 3: SPECIAL ATTACKS

The one thing you can inflict on the opposition is your special attack. Select 'special' from the in-fight menu and you'll be shown a list of all the spells you can administer. To begin with you only have one, but as your levels of experience and magic points increase, more magic becomes available. Launching a Sonic Boom for example will cut through any smaller troops and hit the General, scoring average damage points.

STEP 4: DEFEATING THE ENEMY

Defeating the General is the main objective at the end of the day, and they will do almost anything to avoid capture – even if it means running away with their tails between their legs! If you successfully defeat the main leader of the army, they and all their troops will be captured, and you have the chance to persuade them to join your team. Castles also become yours if you beat the enemy inside.





STEP 5: DUEL

The most common way of winning a battle is The Duel. This occurs when all of the troops from both sides are killed, and only the two generals are remaining. You are then given the chance to fight a one-on-one battle or retreat. If you select 'Duel', the enemy tell you if they've decided to fight and you'll battle them to the death. If they run you win, though you can't capture enemies who retreat.





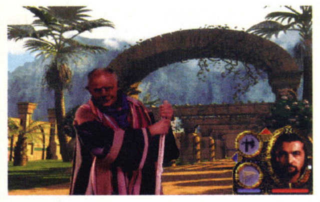
↑ **The special attack for the beastmen is a Vega-style claw attack.**



↑ **When the enemy casts this spell, you're in trouble!**

USE THE FORCE...

We're taking a while to appreciate *Dragon Force*, so that we can give you the expert opinion next issue. Expect only the most incredible battle screen-shots, and informative plot details from CVG!





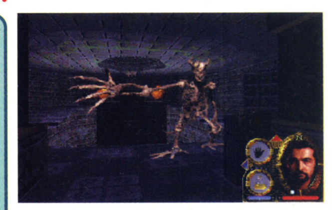
Three years in the making. The sequel to one of the greatest RPGs on the PC finally rears it's head from the shadows, and prepares to step into the spotlight!

LAND OF LORE 2
GUARDIANS OF DESTINY

Westwood. The talent behind such great games as *Command and Conquer* and ...er *Command and Conquer: Red Alert*. They're not only confined to that classic strategy game though, for they have also given us *Dune II*, *Eye of the Beholder*, *Monopoly* and of course *Lands of Lore*. Not ones to rest on their laurels and turn out endless sequels to the *C&C* series, they have decided to return to their RPG roots. *Guardians of Destiny* is the follow up to the popular *Throne of Chaos* adventure. Take on the role of Luther, cursed son of Scotia and prepare to explore these strange and ancient lands.

THE LONG AND WINDING ROAD

As with all RPGs there is a lot of back-story and history to wade through, before you begin the game proper. The Lands of Lore you are about to journey through are rich in feuds, battles, magic and sorcery, curses, monsters and death! It is an incredibly detailed world. In the first game your character explored the land searching for an elixir to aid the poisoned King Richard. The evil Scotia (boo, hiss) was behind this treachery, and is now in possession of the Nether Mask. With this mask she can assume the shape of any living creature. Needless to say, Scotia the Sorceress met with her maker, and all wrongs were righted.
Or were they?
Before her demise, Scotia had managed to send the mask to her son Luther. However the transmission was jumbled in the ether, producing a warped version of the mask. Now Luther has the power of the shape-changing magic, but has no control over it. As Luther you must search for a cure, but there are others in the land that want the mask!











No, the guard doesn't have bad dandruff, he's just been attacked by Luther magic.



Hey it's the cousin of the wampa ice creature they put in Empire Strikes Back Special Edition.



Careful positioning of the pillars here, result in the guard being squashed. SPLAAAAATTT!



MOVE ANY MOUNTAIN

Not content with interaction from the other creatures in this land? Then simply interact with the objects. Each location contains 'hot' objects that can be moved or positioned for your advantage. Placing boxes on top of each other, to create stairs allows you to reach previously unreachable secret areas. Again it is possible to dispose of enemies by interaction with objects. Moving pillars can make ceilings cave in, and messing with water channels can cause rooms to flood.





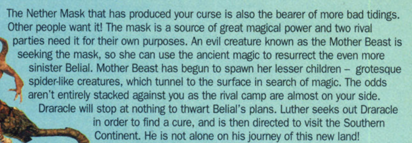






OUR FUGITIVE IS ARMED AND DANGEROUS





The Nether Mask that has produced your curse is also the bearer of more bad tidings. Other people want it! The mask is a source of great magical power and two rival parties need it for their own purposes. An evil creature known as the Mother Beast is seeking the mask, so she can use the ancient magic to resurrect the even more sinister Belial. Mother Beast has begun to spawn her lesser children – grotesque spider-like creatures, which tunnel to the surface in search of magic. The odds aren't entirely stacked against you as the rival camp are almost on your side. Draracle will stop at nothing to thwart Belial's plans. Luther seeks out Draracle in order to find a cure, and is then directed to visit the Southern Continent. He is not alone on his journey of this new land!



PLEASE DON'T HURT ME!

Although Luther will encounter many creatures, not all of them are his enemies. The game brilliantly mixes FMV sequences of the inhabitants into the normal surroundings. During these moments you are free to converse and gather as much information as possible. Should you grow tired of the chat, you can of course kill the creature. However, do this too many times and word will spread of your evil ways. Which will have serious ramifications later in the game, when what were once friendly creatures, will attack you instead of sharing vital clues.



Luther must beware of the creatures lurking in the forest.



A villager. He's armed, though he might offer help.



By using magic spells near this pool of oil. Luther is able to produce sparks and ignite anything that may be nearby!













COOL HAND LUTH

Combat with other creatures you encounter is simple. In your inventory, click on the weapon of choice, then drag the icon onto the hand of Luther. It is worth mentioning that combat is not always necessary. Hack at your opponent one too many times with a sword, and you might damage any valuables they might be possessing. Often armour can be ruined by doing this. Instead, look for other means to dispose your enemies. Early in the game it is possible to use magic to explode a guard! The guard in question happens to be standing in a pool of oil. Not very clever if you can fire lightning bolts!



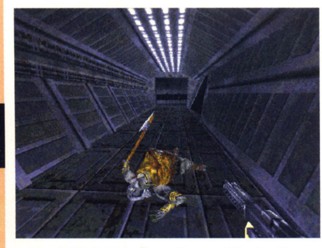
DON'T GO CHANGING, REARRANGING...

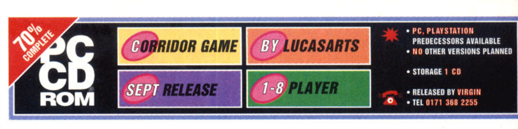
Luther's curse sees him transforming into different creatures against his will. Ranging from a tiny lizard to a hideous beast. While the transformations might not last long before he reverts back to human form, they can pose problems. While in lizard-form, Luther must be wary of larger creatures. Even spiders can pose a threat! However, the curse can also be a blessing in disguise. At the start of the game Luther must escape from a dungeon through caves. These are patrolled by guards. Changing into a large beast will give Luther the upper hand against human opponents, improving the chances of his escape.



SUPER LUTHER, LIGHTS ARE GONNA FIND ME!

Lands of Lore 2 is shaping up to be a mammoth adventure. Four CDs worth of game should have most RPG fans occupied for ages. The completion and release of the game is imminent, so stay tuned for a review real soon.





While *X-wing Vs Tie Fighter* is basking in the spotlight, currently at the top of the charts, LucasArts are applying final touches to the other fan-demanded sequel. You wanted it, you got it – *Dark Forces 2*!

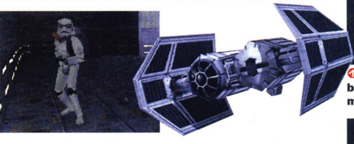
JEDI KNIGHT: DARK FORCES 2

Jedi Knight is looming on the horizon. After many months of analysing the tiniest detail of grainy screen shots, we have finally been granted access to this behemoth of Star Wars games. No more "wouldn't it be cool if... " because now we know how cool it really is. *Jedi Knight* is such a graphical improvement over its predecessor, that it is very hard to compare them. Offering lightsabers and multiplayer battles, this game is bringing your Star Wars dreams even closer to home. We've said it before, but now we can justifiably say - The Force really is strong in this one!

WHO'D RISK HIS NECK FOR HIS BROTHER MAN?

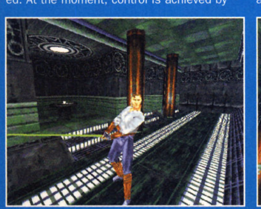
The original game saw Kyle Katarn hired by the Rebel Alliance to thwart the Emperor's Dark Trooper project. Now years later, Kyle is once again about to embark on a quest – learning the mysterious ways of the Jedi. With his new found knowledge and ability. Kyle must stop seven Dark Jedi from unlocking the powers of a hidden Jedi burial ground – 'The Valley of the Jedi'. The story is set after the events of Return of the Jedi, meaning Darth Vader will not be appearing in this game. Or Boba Fett for that matter, although there may be mention of them.

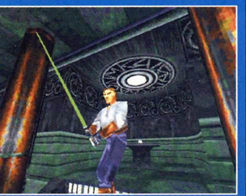




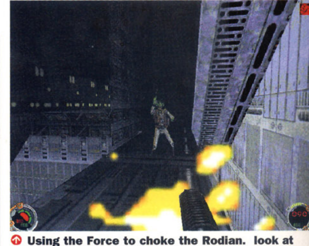
IMPRESSIVE... MOST IMPRESSIVE!

Now that Kyle is learning the ways of the Jedi, he is allowed to wield the ultimate weapon of the Star Wars universe. The lightsaber! Just imagine duels between Kyle and the Dark Jedi. This weapon and the close combat challenge it provides, could change the feel of the whole game. In the version of the game we played, the control over the weapon was not yet fully implemented. At the moment, control is achieved by pressing the left mouse button, which results in a variety of different attacks. In the final game it is heavily rumoured that your lightsaber will be completely controlled by the mouse. Move the mouse left and the lightsaber will follow. A full range of moves including overhead and side slashes, swings, parries and upward attacks. The lightsaber is also the best weapon to defeat an AT-ST Walker!





The death of Kyle! Oh no. Shot in the back by a bounty hunter in a horrible yellow jump suit. Still, musn't grumble - lovely perspective isn't it.



Using the Force to choke the Rodian. look at that yellow mist (or is it a laser blast?). Could it be an aura the Force gives when being used!





SAY HELLO TO MY LITTLE FRIEND

As in any corridor game, a variety of weapons is essential. While this list reveals not much has changed in the way of arms in the Star Wars universe, there is one very important addition. To our knowledge this is the complete list of weapons in the game at present. More may be added, and some may be removed!

FIST

When the going gets tough. You don't have any ammo, but you still need to hit the enemy with something. Don't throw a fit, throw a punch.

BRYAR PISTOL

The most basic of weapons from *Dark Forces* returns. Accurate, but slow-firing and weak.

STORM TROOPER RIFLE

The most common weapon in *Dark Forces*, expect the same here. Rapid firing, but uses lots of ammo quickly.

THERMAL DETONATOR

Basically a hand grenade. Can be thrown to explode on impact, or on a three second fuse.

TUSKEN PROD

New Weapon! Though the most doubtful to make it into the finished game. Long, use it to stun your foe, basically gives the enemy an electric shock.

REPEATER RIFLE

Much like the Stormtrooper rifle, though faster rapid firing, and not quite as accurate.

RAIL GUN

We haven't seen this in action, though it's been described as similar to the alien weapon in *Turok*, which is like the gun in the movie Eraser. Anyway, it causes massive damage.

SEQUENCER CHARGE

Similar to the IM mines in *Dark Forces*. Drop them and run as fast as possible. They have a very short timer.

CONCUSSION CHARGE

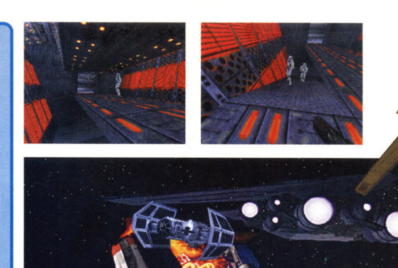
Fires ionised air bullets, which explode in massive shockwaves. Definitely for long range use.

LIGHTSABER

Now we're talking, the real McCoy. The weapon of a Jedi! Truly you are powerful with one of these!



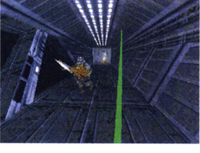
Check out that weird weapon. The new Tusken Prod. No wonder greeny looks scared!





FEEL YOUR ANGER SWELL INSIDE YOU

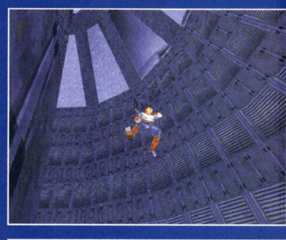
Some may feel that there are surprisingly few weapons available, for a game of this type. How wrong they are, because Kyle's about to discover something far more useful than a blaster or detonator – the power of the Force! Based on a points system, you must explore each level in order to tap the full potential of the Force. The points will increase your understanding and knowledge. Completing each level will add a couple of points. Exploring will add more!

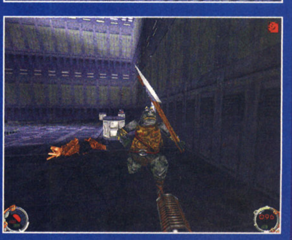




IT IS YOUR DESSTINY!

Both the dark and light sides of the Force are present in the game, and Kyle must choose between them. Your actions in the game, will decide which path Katarn takes. Three quarters of the way through the single-player game Katarn's fate is decided, with levels playing differently depending on which side you are on. Choose light and you will protect the Valley of the Jedi from Jerec. Choose dark and you will protect Jerec from the Valley, so you can claim the ultimate power for yourself.

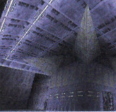












Above and below a huge shuttle landing platform.

SCUM AND VILLAINY

With all these weapons and Jedi skills, you're probably wondering who's going to be around to use them on. Well, here's our rogue's gallery of the *Jedi Knight* bad guys. You're certainly going to have your work cut-out for you, with the amount of Dark Jedi present in the game. Dark Jedi can only be defeated with a lightsaber, so expect several long hard duels through the course of the game. With plenty of objects flying about!

GAMORREAN GUARDS



Big and strong, plus they can withstand a fair amount of blaster fire. Mind you don't lose your head.

RODIANS



Relatives of Greedo, the rodian who now looks like a crispy duck courtesy of one Mr Han Solo.

TRANDOSHANS



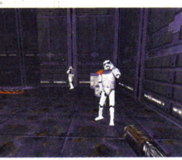
Same race as Bossk, the reptilian bounty hunter with the powerful concussion rifle.

TUSKEN RAIDERS



These guys are like the special forces. They can attack on speeder bikes or by riding Kell dragons.

STORMTROOPERS



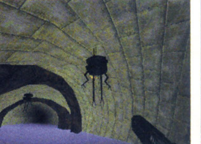
The most common enemy, though they don't appear in the first few levels. When you're not around, they scratch their heads. If someone sounds an alarm, they give chase.

AT-ST



Younger brother to the AT-AT. Instead of using tow cable, the best way to stop these is by chopping off the legs. Not with a common kitchen knife though.

PROBE DROIDS



Back from the original *Dark Forces,* but looking better after their holiday. Not as easy to kill as they were in the Hoth scene of 'Empire', and they fire back too!

GRANS



Also present in the original. Otherwise known as (Th)Ree-Yees, a quite clever anagram of three eyes. Just like in *Dark Forces* they're armed with thermal detonators.

THEY'RE BOTH SO TEMPTING

Both sides of the Force have their own unique powers. The quick and easy path is the one leading to the dark side. Here you will gain the ability to fire lightning bolts, a psychokinetic power to throw objects (such as your lightsaber). Plus best of all, the lethal 'force grip'. Now you can choke your opponents by just lifting a finger! Go the light way and you learn the power of persuasion/ invisibility. A force field and the ability to repel laser bolts with your lightsaber is also possible. Some Force powers will be available to both sides. Healing, levitation and super jumping could all appear in the game. Plus the ability to retrieve objects from far, even out of opponents hands! Also mentioned is an ability to see through walls, though this may not make it into the finished game.





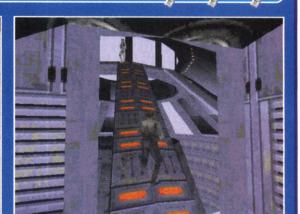


IT'S TOO BIG TO BE A SPACE STATION

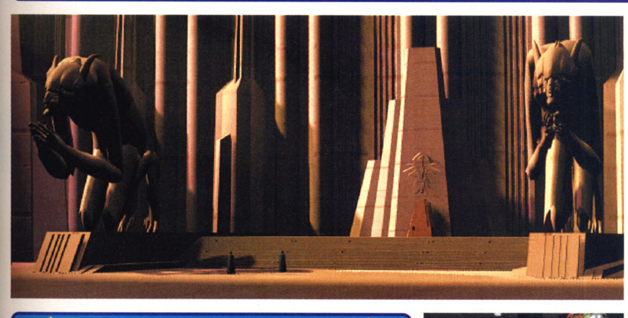
The new *Jedi Knight* game engine, nicknamed Sith is even more impressive than *Quake*'s. Not because it looks better, but for the fact that it does things differently. Instead of the 2.5D of the original game, *Jedi Knight* is a full 3D affair. Complete with polygonated texture-mapped characters and of course, light sourcing which makes the whole thing look even more dramatic. The really revolutionary thing is the ability to change the view form Kyle's first-person perspective, to a new third-person floating camera. This makes the game look a lot like *Tomb Raider*. The reason for this extra sense of your surroundings is simple. To make the lightsaber duels effective, you will need to see them from an external view. Whether this view will be available in multiplayer mode remains to be seen, but it'll be cool if it is.



A really high view of this battle between Kyle and the AT-ST. Now it's a 3D world Kyle might even be able to jump onto it!



There are lots of sloping ramps which add height to all the levels. Expect lots of places to explore and hide for death matches!



THE DARK JEDI

YUN

A Jedi who is relatively young and inexperienced. Because of this be wary of his unpredictability in battle.

GORC and PIC

They're twins, but they don't look the same at all! Gorc is eight feet tall, Pic only four. They fight as a team with Pic being carried around by Gorc. Pic is noisy and likes to talk a lot.

MAW

Although Maw doesn't have legs, he uses the Force to levitate. Loyal to no-one, he is merciless, bitterless and very strong.

SARISS

A Jedi who doesn't rely on physical strength, but on the mental aspects of the Force. She is described as a master and perfectionist, quiet and observing.

BOC

A bit of a show-off this Jedi. Not content with one lightsaber, he wields two. He also likes to taunt and play with his opponents.

JEREC

Kyle's ultimate nemesis, and with a reason – Jerec killed Kyle's father. He is also the leader of the Dark Jedi, so expect him to be the final boss and the most dangerous opponent.

TALES OF THE JEDI

The multiplayer part of the game is what most players are really getting excited about. LucasArts are great admirers of their audience, and if enough people request something you can guarantee they pay attention. Well, here's what the fans of *Dark Forces* wanted most – multi-player battles! You will be able to use the character you have built-up in single player mode (an extra incentive to play the single player game several times to the end). Those that have progressed further into the single player game, should therefore be stronger in The Force. Multiplayer modes include all-out combat, team battles, and a mode similar to Capture the Flag games. Expect about eight purpose-built death match levels to come with the finished game. The level of detail in the graphics will even allow you to see what weapon each opponent is wielding!



Someone else looking like Kyle, it can only be a death match. We can't wait!



Check out the level design. It's a big improvement on *Jedi Arena*!

A line up of villains. Gorc and Pic are on the right, the other two could be Yun and Maw.

More villains. Definitely Boc, Jerec and Sariss. The three dastardly amigos.



Jerec and Kyle are locked in battle in this game artwork.

WE SENSE A DISTURBANCE...

From the version of the game we've played, *Jedi Knight* looks like it will be amazing. However, there is still a fair amount of work to be completed before release. As always, we'll keep you posted of further details. In the meantime start practising with your sword arm!











90% COMPLETE | NINTENDO 64 | RACING GAME | BY GENKI | SEPT RELEASE | 1-2 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0161 832 6633

One N64 with analogue stick, and a rumble pack. Vital ingredients for the first convincingly arcade-like 64-bit race game!



MRC

MULTI RACING CHAMPION

So far Nintendo 64 has created a reputation for itself – as the most powerful gaming machine around – based on a selection of uniquely impressive games. *Mario 64* was simply unique and impressive, *Pilot Wings* showcased awesome landscapes, *Wave Race* demonstrated incredible water dynamics and *Star Fox* features jaw-dropping enemies. However, the machine has yet to really succeed on the same gaming ground as the Saturn and PlayStation. How would a Nintendo 64 3D fighting game fare against the likes of *Fighters Megamix* or *Tobal 2*? And what about a serious driving game (*Mario Kart* being too comical, and we don't talk about *Cruisin' USA*)? Well, that second question is soon to be answered. Imagineer's *Multi Racing Championship* is an N64 racer that can be directly compared to the very best Sega and Sony equivalents, *Sega Rally* and *Rage Racer*!



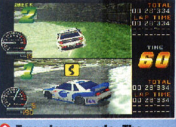


SPLIT DECISION!

The recent *GTI Club* coin-op stands out for its brilliant course short-cuts. *Multi Racing* offers similar fun, with each course featuring multiple forks. Discovering which one IS actually the shortest route though, adds an extra element to the races! In some cases too, the short cuts are actually cleverly hidden!

HEAD-TO-HEAD!

There's no better test for your custom-tuned automobile, than against a human opponent. The Versus Mode is already in the game, and with Rumble Pack action, *Daytona*-style bumper car battles are guaranteed!



Two-player mode. The screen size is a bit on the small side, but the road battles should be great!

SEÑOR BUTCHER, WITH THESE CARS YOU ARE SPOILING US!

Initially, there are eight cars to race in (with two secret ones!). Each has it own body shell and team logos – some are even 4x4 trucks! The performance of each machine varies quite considerably. However, if you're not too happy with the abilities of your chosen hotrod, you can tune its features to your precise liking in the extensive garage option! Everything from the sensitivity of the steering and tyre type, to the hardness of the suspension and degree of your aerofoil can be configured!







MALPHAS



The opening stretch demonstrates some of *MRC*'s awesome scenery. Look at that ship!





RIALLARO





After the open stretches of Malphas, Riallaro offers tighter roads, like this town.





There's some cool shortcuts here too!

CASSANDRA





It gets bumpier than ever on the Expert course. Tighter turns, more hills, worse terrain!

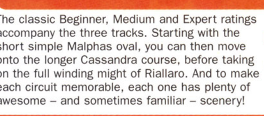




One minute dry concrete, the next – snow!



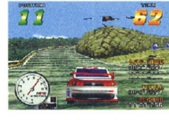
THREE TRACKS. EXCELLENT!



The classic Beginner, Medium and Expert ratings accompany the three tracks. Starting with the short simple Malphas oval, you can then move onto the longer Cassandra course, before taking on the full winding might of Riallaro. And to make each circuit memorable, each one has plenty of awesome – and sometimes familiar – scenery!





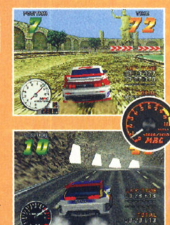






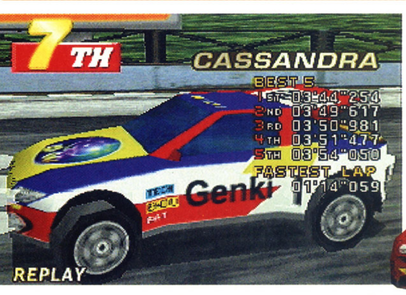
STOMACH POWER!

Enjoy the rolling terrain of *Sega Rally*? Or the ludicrous vertical slopes of *Rage Racer*? Well, *Multi Racing* combines elements of both to create what could potentially be the ultimate in turbulent undulating racing. Constantly changing terrain, car-launching bumps and bowl-edged curves push the four-wheel suspension of your car – not to mention your analogue-stick wielding – to the limit!



The rough terrain spits up plenty of dust and rubble. Prepare for a surface change when you scoot out of a shortcut!

Plenty of steep slopes to speed and slow you up! The car rocks around on its suspension very convincingly too!



The detail on the cars is very impressive. The N64's anti-aliasing makes all the body textures look smart. Especially when the cars are close-up!







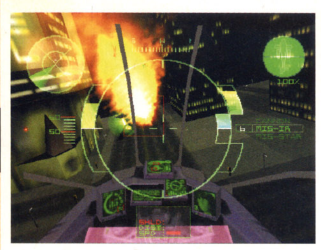
ROAD RUMBLE!

Multi Racing aims to bring to N64 the feel of a powerful arcade racing game. As such, it keeps to the tried and trusted formula laid down by the very best arcade-style racers. A selection of snazzy cars, three carefully-graded circuits and checkpoint-based racing. However, there are two more elements that put *Multi Racing* even closer to that arcade experience. First up, it uses the N64's analogue stick for more realistic steering. And, unlike any previous home racer, it gives tactile feedback, thanks to compatibility with the new rumble pack! Bumpy terrain, smashes from other cars, the power of the engine – you can feel it all!

STEP ON THE GAS

Ocean have already snapped up the license to this potentially excellent N64 racer. In the meantime, expect more on it next month. Perhaps even the review...

PlayStation





• NO OTHER VERSIONS AVAILABLE
• NO OTHER VERSION PLANNED
• STORAGE TBA
• RELEASED BY SONY TEL 0171 533 1400

When Ian Hetherington, head of Psygnosis, says a game is going to be the Christmas number one, you've got to listen. And that's exactly what he said of *G-Police*!

G-POLICE

Psygnosis' PlayStation track record is impeccable. *WipEout* sold one-for-one with the machine on its launch. And *Formula One* broke all CD-ROM records with its first week sales. So the likelihood of Psygnosis claiming the no.1 spot on this Christmas' gaming charts seems like a fair bet. But with such an impressive end-of-year line-up (see last issue's New Games), choosing the pick of the bunch would seem a tough task. Not that Psygnosis think so. Their confidence in *G-Police* is unflappable. Describing it as a fast exciting flight simulator, the development team thought it would be 'cool to fly around a dense city environment' instead of the usual flat featureless landscapes. However, restrictions were needed to stop the player just flying away from the city. Encasing the cities in domes was the answer. The explanation? The cities are off-world colonies. And you are a Blade Runner style cop. Only five months to Christmas...

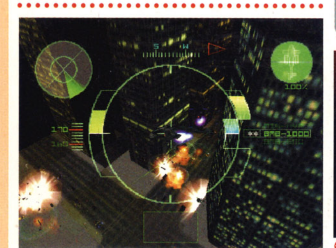






WELCOME TO FUTUROPOLIS!

The year is 2097. The place is Jupiter's moon, Callisto. Following an Earth-shattering (literally) war, people have abandoned government in favour of corporations and their method of running society so it's 'good for business'. Enter – the G-Police, an independent law enforcement agency created to safeguard the corporation territories. Patrolling the cities in their airborne HAVOC gunships, they are ruthlessly efficient. Now meet Jeff Slater – G-Cop, Airborne Division. A man with a personal mission. His sister, a fellow HAVOC pilot, died in action, the circumstances were suspicious, and he want to know what they were!





Blade Runner is a confessed inspiration.



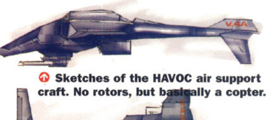
The cityscapes are incredible looking!

UP AND AT 'EM!

You, of course, play Jeff Slater. Which means you get to pilot the HAVOC. Similar to a modern-day gunship, the main difference is it doesn't have any rotors, instead being ion-powered. That aside, it fulfils the developers' intentions to make a kind of flight sim, controlling like a highly manoeuverable helicopter. Add to this some meaty weaponry ranging from the mainstream Vulcan Cannon to a devastating Plasma Launcher to a hundred kilo bomb, capable of obliterating buildings! Of course, being a cop you can't just unleash ammo freely – all civilian traffic is vulnerable to your weapons. That said though, you won't be too badly scolded for civilian termination, the authorities know how hard your job is!





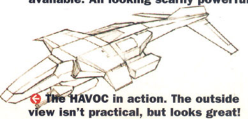


Sketches of the HAVOC air support craft. No rotors, but basically a copter.

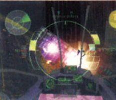




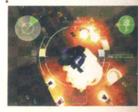
A selection of some of the weapons available. All looking scarily powerful!

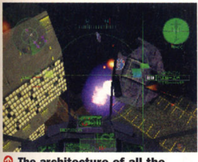


The HAVOC in action. The outside view isn't practical, but looks great!





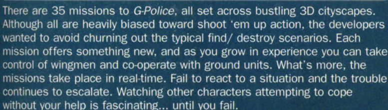


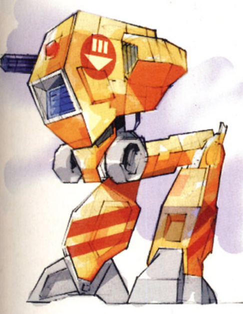

The architecture of all the buildings makes a convincing city!

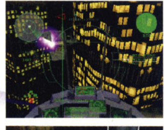

The cities are packed with traffic. Take out them cars!



PRIME DIRECTIVES


There are 35 missions to *G-Police*, all set across bustling 3D cityscapes. Although all are heavily biased toward shoot 'em up action, the developers wanted to avoid churning out the typical find/ destroy scenarios. Each mission offers something new, and as you grow in experience you can take control of wingmen and co-operate with ground units. What's more, the missions take place in real-time. Fail to react to a situation and the trouble continues to escalate. Watching other characters attempting to cope without your help is fascinating... until you fail.


A peliminary sketch of a ground assault vehicle. If these aren't part of your ground crew, it's guaranteed they're enemies










Launching a missile at another craft. Probably for bald tyres!



One of the other bio-dome levels. This one looks like a dustbowl.

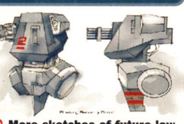
CALL THE GRAPHICS-POLICE!

Actually don't, because *G-Police*'s graphics are turning out to be awesome! The actual game engine has been developed as a generic one to use in future products. Its strength is in creating enormous environments (cityscapes for example) without using up a lot of memory. As such, the extra memory can be used to add finer details to the environments. In *G-Police*'s case this means a more populated city, with chimney flames and rotating billboards (Psygnosis have typically signed up some cool advertising logos for these!). Even the traffic follows the highway code! The effects too, are superb, with incredible light-sourcing, explosions and weapon effects. The developers admit that currently this has forced them to lower the pop-up distance. However as the game is optimised they promise this problem is being gradually eased. And if anyone knows what they're doing graphically, its Psygnosis!



MOVIE DOME!

Psygnosis claim the SG-generated FMV in *G-Police* is 'some of the best seen in a game' and they're not wrong! The intro looks straight out of Aliens (the pre-production version we saw even used the Aliens soundtrack temporarily), as G-Cops run around urban environments blasting away. Highly cinematic, the motion-captured movement is incredible. However, it's the faces that are most impressive, with virtual actors pulling totally realistic expressions, generated using optical motion-capture. What's more, these FMV scenes aren't just decorative, they're intended as part of the gameplay experience. Only by listening to what is said will you follow the ever contorting plot and understand your missions. And Psygnosis promise each piece of footage is gripping enough to keep you hooked!


More sketches of future law enforcement machinery. This time a floating security droid!


Look at the shockwave on that explosion. This game is going to be awesome!!



CRIMEWATCH!


G-Police sounds like a brilliant game concept, and from the early version we've seen, it's turning into a brilliant game! Christmas no.1? Definitely on course for being a contender! More next issue!







With the Formula 1 season getting more exciting by the race, Psygnosis get ready to release the new, improved offical game!

FORMULA 1 '97



Last year's *Formula 1* was a guaranteed hit right from the start. Looking as good as it did, with the official licence and attention to detail there was no way that it could fail – and it didn't. It immediately became the fastest-selling CD game of all-time, and gave the PlayStation a massive boost, so it's no surprise to find that there's a new version on its way. What may be surprising is that Psygnosis aren't just updating some of the drivers and adding a few new features – all the criticisms of the first game are being addressed. Also, the licence is completely up-to-date, rather than being a year behind as with most officially-licenced games – this season's teams, drivers and courses. It looks as though Psygnosis may well have another biggie on their hands.



FOLLOW THE YELLOW BRICK MODE!

As in the first *Formula 1* game, there are two main modes – Arcade and Grand Prix. One of the criticisms of *Formula 1* was that the two styles were very similar, with features simply removed from the standard game to make Arcade Mode. *Formula 1 '97* separates them right from the start, with completely different front-end menu screens.

ARCADE MODE

When choosing your car in Arcade Mode, you get a rotating 3D model of each of your options, just like most coin-ops. The game itself is very much like *Virtua Racing*, with crazy powerslides and over-the-top crashes, as well as higher speeds than the serious Grand Prix. There are also checkpoints around the courses with time limits which must be beaten in order to keep going, and there's a different commentary from the "proper" races (more on that later).

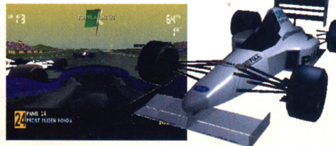
GRAND PRIX MODE

The mode for those after a real challenge, as you compete in a complete season featuring all of the real courses and drivers. As before, Psygnosis haven't gone completely over-the-top with all of the complicated setup options of *Grand Prix 2* on the PC, though there are more detailed rules and regulations in the races than before. You now have to worry about all the real flags during the races, as well as weather effects, car damage which affects performance, and longer races.



The view backwards from your car. The high-resolution graphics make *formula 1 '97* one of the best-looking console games so far. It looks even better moving.







Gotta hurry! Only 43 seconds remaining!






This game is your only chance to drive the new McLaren super-car!

Tut tut. The power of the Benetton was too much for you, and you've been black-flagged!

THE DRIVER OF YOUR LIFE!

HEY, BABY. SEE THAT ON MY SUIT? POWER HORSE. THAT'S ME.

As the licence for *Formula 1 '97* is for the current season (*Formula 1*'s licence was for the previous 1995 season) all the real drivers and teams are included. The McLaren car is the new silver model, Damon Hill is trundling around in his Arrowsmobile, and the Stuart team is also "competing", meaning that it's even better for fans of the sport than the last game. You can choose to play as any of the real drivers, and you should also be able to name your own driver and race for any team you want! When racing against computer drivers, they each have more detailed artificial intelligence than before, meaning that each driver has a personality to match their real-life counterpart. You'll get to know how everyone takes each corner and how they like to overtake, as well as who is more likely to put up a fight as you come up to pass them.

MAKING TRACKS

Keeping with the official licence for the latest season means that Psygnosis have included the new tracks for this year. All 17 tracks are available, including the new A1 ring in Austria and the Spanish Jerez circuit. These are being built piece by piece using footage and maps of the real courses, and all of the existing courses are going through an overhaul. Buildings are being made to look more solid and realistic, while new details are being added to the tracks themselves.

MELBOURNE

THE HUNGARORING

SILVERSTONE

ESTORIL

MAGNY-COURS

16,000 RESOLUTIONS PER MINUTE

The biggest improvement to the look of the game is that it's now all in the PlayStation's high-resolution mode. As you'd expect, everything looks a lot sharper than before, but Psygnosis have managed to retain the excellent frame rate of the first game! The cars are all light-sourced and shaded to make them look better than ever, and the high resolution means that the textures look more detailed. There are also some nice effects like lens flare, which manages to appear in nearly every game at the moment. The difference here is that the developers have thought about it a bit better than most people, meaning that you only see lens flare when viewing the game from a TV camera, and not during the races (we never could understand why Turok got such an amazing lens flare from his eyeballs).



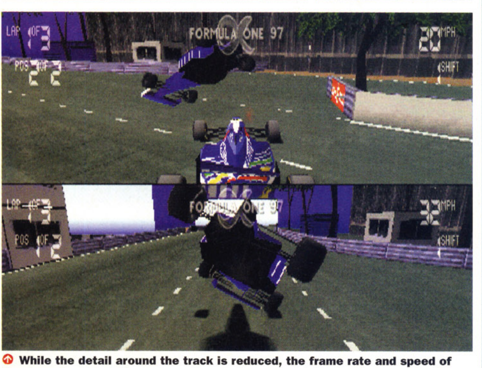





DAMON VS JACQUES! ROUND 1! RACE!

One of the disappointing things about the first *Formula 1* was that it didn't have a split-screen two-player mode. Naturally, this problem has been corrected in the new game with head-to-head races which can be played with either a horizontal or vertical split-screen. The trackside detail has been reduced, and you can't compete in full races with all the other cars, but the speed is kept pretty much the same as in the one-player game!



While the detail around the track is reduced, the frame rate and speed of the game is almost the same as in one-player mode! Challenge your friends!

DARK SKIES

The weather can now change in the middle of a race, meaning that more strategy is required in the timing of pit stops and tyre changes. Wet races now look a lot more impressive than before, with individual raindrops falling realistically as well as fogging and spray from other cars. A race can now start off brightly and slowly grow darker as time goes on, eventually ending in a full-on downpour forcing all the drivers to the pits to change to their rain tyres! Once the rain has stopped the course dries out gradually, with the dry line appearing first and the damp patches slowly clearing.



Racing in the rain is a lot harder than normal. Your visibility and grip are both reduced greatly.



As before, your rear light comes on in the rain!

TOO MUCH DETAIL? NAAH!

The attention to detail in *Formula 1 '97* is ridiculous, but in a good way. There are loads of small touches which will appeal to racing fans all the way through the game. For example, as you use your brakes the brake disks glow orange with the heat! Other details included bits of gravel being left on the tracks, tyre marks being left on the tarmac, your view brightening and dimming slightly as you enter and exit tunnels to give the impression of adjusting your eyes, and there are even labels on new tyres to let you know when they're warmed properly!



Watching replays of your best races is just like watching the real thing on TV!



Watching replays of your best races is just like watching the real thing on TV!



If you're playing in the Grand Prix mode, this is likely to mean the end of your race!



Switching views during a race lets you analyse your car status.



In Arcade Mode, you won't get in trouble for causing this crash.



Oh dear. A bit too close to the other car, and we've lost a wheel.



Manage to get out of a trap, and you spray gravel on the track!



VIEW, PUGH, BARNEY MCGREW

As well as all of the possible viewing angles from the first game, Psygnosis are currently adding the much-requested cockpit view. This lets you play the game from the driver's view, with all the dials properly represented along with 3D hands on the steering wheel!



Psygnosis are currently experimenting with the in-car view, but it should look similar to this.

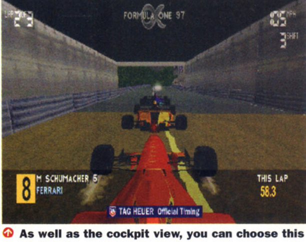
THE WHITE FLAG IS OUT. THIS IS THE FINAL LAP!

To add to the realism of the Grand Prix mode, warning flags have been included. Upcoming crashes are indicated by a yellow flag, and dangerous driving can get you a caution – one too many and you're disqualified immediately! This is another feature which adds to the overall realism of the Grand Prix mode without going over-the-top.



Uh-oh! The red flag means the race must be restarted!

This head-on collision shows how the cars take damage to the bodywork during a race.



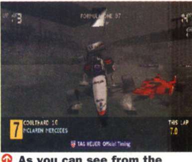
As well as the cockpit view, you can choose this new TV-style camera on top of the car.





NOW INCLUDES ROLL-CAGE!

The dynamics of the cars themselves have been improved to make the handling more realistic. For one, they can be knocked into the air slightly when involved in a collision, knocking the driver off course and damaging the car itself. Also, going over rumble strips now banks the car and wobbles the view as it would in real life. The cars take more damage than they did in the first *Formula 1* which could only show lost front and rear wings, as the entire body of the car is now reshapable. You can see damage anywhere on the bodywork, as well as seeing parts of your valuable speed machine go flying! Naturally, damage to your car affects performance and downforce in the relative areas.

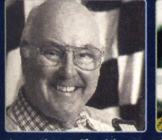


As you can see from the pictures, the crashes are really spectacular. In wet races they become quite common.



MURRAY'S BACK!

Where would *Formula 1* racing be without Murray Walker? Not only has he been kept on for ITV's coverage of the F1 season, but he's also back in *Formula 1 '97*! This time he's not alone – Martin Brundle joins him, providing slightly more informative comments than Murray's excited yelps. The two commentators have recorded hundreds of new phrases each which are used throughout the races, as well as a detailed circuit run-round for the start of each course. Your pit crew will also talk to you during the race to keep you updated on the condition of your car. There is also likely to be an option to have a full commentary or a shortened version to simply warn you of the most important things going on if you want. The Arcade Mode has its own commentary featuring a cheesy American character called "Troy Foster" to provide a bit more variety.



MURRAY WALKER - "OH NO! HE HIT THE ARMCO WITH A SICKENING CRASH! I HOPE HE'S NOT BADLY HURT!"



MARTIN BRUNDLE - "IT LOOK'S LIKE THERE'S SUBSTANTIAL DAMAGE TO THE REAR WING!"







AND THEY'RE WATCHING THE LIGHTS...

There's no doubt that *Formula 1 '97* is going to be massive when it is released in September, so we'll be keeping you informed on its development. We'll hopefully have a new version of the game in the next few months, so stay calm until then.



FREE

55-GAME KEYRING!

IF YOU SUBSCRIBE TO CVG NOW!!

WAT'S THIS FING FOR DEN, STANLEY? HOLDIN' ALL ME KEYS AN' STUFF WHEN I GO SHOPPIN'?

YOU STUPID OL' BAG. IT'S GOT FIFTY WOTSIT GAMES ON IT. DEM HOT NEW VIDEE COMMUTER GAMES WOT'S DE RAGE WIF ALL DA YOUNG G'S!

TO BUY THE 55-IN-ONE GAME KEYRING, CALL 01302 751428

It's the hot craze about to take the UK by storm – LCD keyring toys! And together with the Tamagochi digital pets, the hottest miniature game has to be the fantastic 55-In-One keyring!

The name says it all – 55 excellent variations of four classic games – all on a gadget no bigger than a PlayStation memory card!
The ultimate in miniature gaming style! And thanks to our friends at Fire International we're giving our most faithful readers the chance to be one of the first members of the cool gaming elite. Subscribe NOW to CVG and you'll get a 55-In-One keyring completely free!!

TETRIS! An awesome version of the block-dropping puzzle game, that matches any we've played on any system! Worth it for this alone!

TURBO! A high-speed race game as you accelerate your sports car up the screen, steering out of the way of oncoming barriers!

GALAXIA! A minature shoot 'em up frenzy, as you blast away attacking aliens with your laser base!

SNAKE! Guide the hungry snake toward the power pills without hitting the sides. But watch out, the more it eats the longer it grows!

SUBSCRIBE TO THE GREATEST GAMING MAGAZINE IN THE WORLD!

As well as receiving the awesome 55-In-One game keyring, let's not forget when you subscribe you're guaranteeing yourself priority delivery of the longest-running and most essential games magazine around! In Computer and Video Games you'll find the latest videogame news from around the world, all the hottest first looks at new software, the most extensive reviews with the most authorative opinions, and all the new gaming tips. Plus – we're having fun and it shows! All that, every month, on your doorstep before the issue even hits the shelves!

THIS OFFER CLOSES 30.08.97 AND IS LIMITED TO THE FIRST 100 APPLICANTS.

I wish to sub scribe to CVG and I enclose a cheque/postal order, International Money order or Mastercard/Visa payment made payable to Emap Images Ltd for £.....................

Mastercard / Visa no:
Expires:
Signature:
Date:
Postcode:
Telephone:

Name:
Address:

Annual Subscription Rates:

UK 12 months	£30	Offer Code: B1G
Airmail Europe	£41	Signed:
Airmail Zones 1&2	£64	

(parent or guardian's signature if under 18 yrs)
Source Code: IB1Y

From time to time EMAP IMAGES may send you information that could be of interest to you. Tick here if you do not wish to receive such information. ❑

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

SEND TO:
CVG SUBSCRIPTIONS
LATHKILL STREET
MARKET HARBOROUGH
LEICESTER
LE87 4PA

☎ : 01858 435 350



Full money back guarantee of unmailed issues if you are not satisfied.

FREE 55-GAME KEYRING

SUBSCRIPTIONS



FULL E3 SHOW REPORT FEATURING...

RESIDENT EVIL 2

CONSOLE QUAKE, QUAKE 2, ZELDA 64 PILOTWINGS 2, JURASSIC PARK 2: THE LOST WORLD, X-FILES: THE GAME, TIME CRISIS, CRASH BANDICOOT 2, DUKE NUKEM FOREVER, GOLDENEYE, PROJECT SONIC, SEGA TOURING CAR

ISSUE No. 190 OUT ON AUGUST 13TH

BACK ISSUES!





FREE Sony PlayStation video. Every great Star Wars game ever made. Previews of *Blast Corps*, *Doom 64*, and *ISS 64* on N64. Part one of our *Soul Blade* player guide. *Final Fantasy VII* feature.



FREE Exhumed poster! Massive AOU arcade show report, in-depth *Soul Blade* review and second part of our guide, *Dead Or Alive* moves list, *Duke Nukem 3D*, loads of RPGs.



Amazing coverage of the Tokyo Game Show '97. Everything you need to know about *Tamagotchi*. Part one of our expert *Fighters Megamix* guide. *Street Fighter 3* strategy guide. *ISS 64* review.



Tekken 3 guide (with extra tiny moves), first in-depth look at *Star Fox 64*, second part of our pro-guide to *Fighters Megamix*, full reviews of *Mario Kart 64* and *Dungeon Keeper*.

Only got one puny issue of CVG, loser?



01858 435350

Become the Charles Atlas of games by getting back issues!



Dear Dr Newsagent,
I have concocted a deadly serum that I intend to release into the water system of this town unless you hand over one copy of CVG. You have been warned.
Signed The Reader!

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....

computer and video games



NEXT MONTH · BACK ISSUES · RESERVATION



CHECKPOINT

The month's events and software releases at a glance. **July-August**

Another month, another cracking time for games. But hey, don't just take our word for it! Everything you need to know about the cream of this month's releases is revealed here, in Checkpoint!

Games are booming, ya hear! Every month we get an awesome line-up of top releases in Checkpoint. But that could just be because Checkpoint is totally inaccurate and it's all those games that keep slipping, just piling up towards the end of the year (not our fault though – see disclaimer at bottom right). Nonetheless, if Checkpoint is to be believed this month, we've got some real corkers coming.

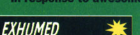
In July, *Syndicate Wars* and *Warcraft 2* provide PlayStation boffins with some mind food. PlayStation *Castlevania* (a total sell-out in Japan) finally arrives. *Alien Trilogy* and *Bust-A-Move 2* join Sony's Platinum range. And the long-awaited and awesome looking PS boat game, *Rapid Racer* is slated for the end of the month. On the PC front, the potentially top *Broken Sword 2* is set for release, together with *Jedi Knight 2*, *Manx TT*, *Myst 2* (not one we're particularly interested in) and the promising *Star Trek: Star Fleet Academy*. And N64 owners finally get to play *Doom*!

August is a HUGE month for N64, with the UK release of what we consider to be the machine's best game since *Mario – Star Fox 64*. *Air Combat 2* and *Formula 1 '97* are also on the cards. As is our regular 'red herring', the never-seen, totally unspoken about, but always on the list – *Planet Of The Apes*!

HMV/CVG CHALLENGE FINALS

Saturday 26th July. HMV Level One

If you've been reading CVG the last couple of months, you know what this is all about. Held at 3:00pm on this day, this is the muchos grandos, ultimate test of gaming prowess. Beat all-comers at *Rage Racer* and walk away with your own *Time Crisis* coin-op!



Of course, this is only if you've actually turned up for the qualifying heats (already held on June 28th) and managed to win yourself a place in these finals. For the rest of you, watching the finalé and meeting the CVG crew is your only reward.

However, it doesn't all end here. This is just the first of our collaborations with HMV to bring you the greatest games challenge ever. After this, we'll be holding another tournament, with another HUGE prize and another scoop game to test your mettle on. But you can read all about that in future issues of CVG.

In the meantime, turn to our news pages for details about this month's final. And dream of winning that *Time Crisis* coin-op. Or someone else winning it if you're a loser.

COME GET SOME

But only if you're luck enough to win these prizes by pandering to our stupid competitions.

V-RALLY ON PLAYSTATION

Ocean reckon this is their answer to *Sega Rally*... and more besides. And we can't argue with that. Incredible third-generation PlayStation graphics, over 40 tracks, and genuine rally cars (well in computer form anyway!). Our only real fault with it is its poor music. Its Achilles Heel so to speak. Demonstrate your concern for this situation, and so win the game in the process, by designing a pair of comfortable shoes for Achilles. So his heel doesn't get hurt no more. Entries to THESE WEAKLY THEMED COMPETITIONS ARE THE ACHILLES HEEL OF CHECKPOINT COMP.

PANDEMONIUM ON SATURN

While *Pandemonium* isn't competing for greatest platformer ever, its fast pace and frankly stunning graphics certainly make it an enjoyable game. The Saturn game is perhaps even more impressive, considering the usual standard of conversions. Win it by designing the greatest 'conversion' machine of all – a device that can convert water into gold! Send your blueprints to MONEY FOR OLD PEE COMPETITION.

DUNGEON KEEPER ON PC CD

This game is awesome! Granting you the power you to control a dungeon full of convincingly alive minions, and even allowing you such freedom as to travel into the dungeon, it's a sure contender for greatest game ever made! Perhaps even beating *Quake*. Although 'The Master' might have something to say about that. Help us convince him and win yourself the a copy of this essential game by designing the master a throne worthy of furnishing his dungeon. Make it out anything (skulls, babies, anything). Add gadgets as you wish! Send to ONE FOR THE MASTER'S BONEY ARSE COMPETITION.

Send entries as soon as possible to:

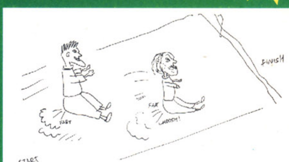
**CHECKPOINT #189 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX**

WINNERS, THE LOT OF 'EM!

In response to awesome competitions as featured in issue #187

EXHUMED

We wanted you to invent us a new corridor game. One that takes place in a real corridor. God, we had some boring ones. "Play Sega Lock-On" being one. Some underwater plank game (we couldn't be bothered reading it all) being another. However, there was one clear and hilarious winner. *Fart Racing*. Played in a spaceship with zero gravity. Just look at those faces. Pure bowel-pushing grimaces. Well done Manoj Khetia from the Vale of Glamorgan!



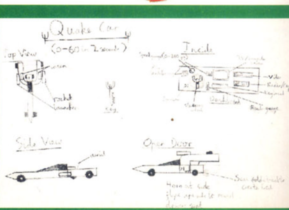
SATURN BOMBERMAN

Reveal the next stage of human evolution we asked you. Most of the specimens we received featured the expected large heads. However, this picture from Leon White of Sheffield convinced us the most. This is the future of mankind! Just look at its trio of upper appendages, the all-encompassing eyes, the telepathically-tuned cranium with retro-futuristic hair. But most of all, look at the lower half sitting in the plant-pot. Surely, born from the soil of Venus after we send human embryos in cryo-seeds to the green planet!



POD

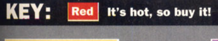
To win this game we asked you to design a pod for Ed. We actually meant an Aliens-style pea-pod thing, but most of you seemed to think we meant a *Pod* car. No matter, the one that amused us most (thus winning) was the awesome Quake Car. 0 to 60 in two seconds, but best of all it looks like the *Quake* logo and even has a *Quake* logo steering wheel and matching keys. Notch up one frag for Philip Bell of Crawley, West Sussex.



EVENTS AND SOFTWARE RELEASES

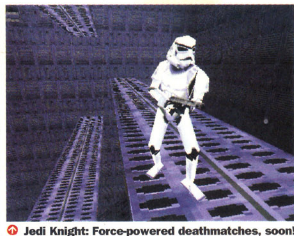
CHECKPOINT





KEY: Red It's hot, so buy it! Blue It's rot, so don't!

GAME NAME	COMPANY	FORMAT
4th July		
Alien Trilogy (Platinum)	Acclaim	PlayStation
Bust-A-Move (Platinum)	Acclaim	PlayStation
Independence Day	Electronic Arts	PC CD
Killer Instinct Gold	THE Games	Nintendo 64
NHL Open Ice	GT Interactive	PlayStation
PGA tour Pro	Electronic Arts	Win 95 CD
Syndicate Wars	Electronic Arts	PlayStation
Warcraft 2	Electronic Arts	PlayStation
10th July		
Total Heaven	Europress	PC CD
Actua Tennis	Gremlin	PlayStation
Castlevania	Konami	PlayStation
Killing Time	Acclaim	PlayStation
Monster Trucks	Psygnosis	PlayStation
18th July		
Doom	GT Interactive	Nintendo 64
Road Rage	Konami	PlayStation
Shadow Warrior	Eidos	PC CD
25th July		
Actua Golf 2	Gremlin	PlayStation
Bubble Bobble 2	Virgin Interactive	PlayStation
Rapid Racer	Sony	PlayStation
July (no set release date)		
Armored Fist 2	Electronic Arts	Win 95 CD
Broken Sword 2	Virgin Interactive	Win 95 CD
Jedi Knight: Dark Forces 2	Virgin Interactive	PC CD
Lands Of Lore 2	Virgin Interactive	PC CD
Manx TT	Psygnosis	PC CD MMX 3DFX
RIVEN: Myst 2	Broderbund	PC CD
Star Trek: Star Fleet Academy	Interplay	Win 95 CD
X-COM Apocalypse	Microprose	PC CD
1 August		
Fantastic Four	Acclaim	PlayStation
Grand Theft Auto	BMG Interactive	PlayStation
Lethal Enforcers 1 & 2	Konami	PlayStation
Links 99	Eidos	PC CD
Z	Bitmap Bros	PlayStation
14th August		
Football Manager	Europress	PC CD
16th August		
Air Combat 2	Namco	PlayStation
Sierra Pro Pilot	Sierra	Win 95 PC CD
War Gods	GT Interactive	PlayStation/ N64
Viper	Ocean	PlayStation
August (No Set Release Date)		
Hexen 2	Activision	Win 95 CD
Legacy Of Kain	Activision	Win 95 CD
1st September		
Constructor	Acclaim	PC CD
6th September		
Discworld 2	Psygnosis	PlayStation
NBA Hangtime	GT Interactive	PlayStation/ N64
StarFox 64	THE Games	Nintendo 64
Ninja	Eidos	PlayStation
12th September		
Formula 1 '97	Psygnosis	PlayStation
Red Baron 2	Sierra	Win 95 CD
StarCraft	Sierra	PC CD
19th September		
Deathtrap Dungeon	Eidos	PC CD
25th September		
International Rally Championship	Europress	PC CD
26th September		
Bust-A-Move 3	Acclaim	PlayStation
Planet Of The Apes	EA	PlayStation



Jedi Knight: Force-powered deathmatches, soon!



***Formula 1 '97*: Shaping-up awesomely!**



***Broken Sword 2*: The sequel to *Broken Sword*.**

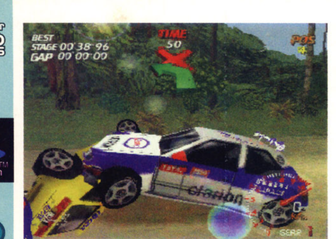


***StarFox 64*: The best N64 game since *Mario*!**

BIG THANKS GO OUT...

To our pals Dougal and Darren at HMV orbiting headquarters. Without their masterly help each month, we wouldn't be able to put together Checkpoint. Lacking, as it would, the release schedule and any of the prizes (so all you'd have is four screenshots). As such, you can't blame them (or us) for any inaccuracies in the release dates. It's the software houses' fault. They change them all the time. First they say June, then they say July...







- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS AVAILABLE
- STORAGE 1CD
- RELEASED BY OCEAN TEL 0161 832 6633

What's the best Rally game around? *Sega Rally*, of course, no contest! Well, Ocean are hoping that their own *V-Rally* is a *Sega Rally* beater, and they may just have a case...



This narrow bridge will cause a crash EVERY time. Awesome!

Last year, the Saturn proved its power with its 'Big Three' titles. *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally*. Three awesome arcade games that have translated superbly onto Sega's 32 bit machine. The PlayStation needed something to challenge these titles and started warming up its own money spinning titles. *Tekken 2* challenged *VF2* to the fighting game crown. *Time Crisis* will be out in Japan by the time you read this and probably stealing the limelight from *Cop* (and *Cop 2*) as the best gun game around in the process. And now *V-Rally* has touched down to provide PlayStation owners with a perfect alternative to *SR*. *V-Rally* can be looked upon as a new age at Ocean. Having suffered sales wise with titles like *X2* and *Cheesy*, this title represents a huge step in the right direction for the Manchester-based company. And considering Sony tried to buy the title from them instead of releasing their own *Rally Cross*, that must tell us something about the quality as well.

THE CHOICE OF CHAMPIONS



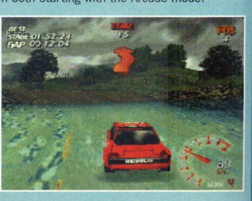


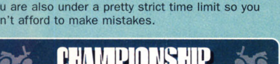
Even though *V-Rally* has a choice of Arcade and Championship modes, the actual game doesn't change or the handling of the car doesn't differ. Some of the smaller elements alter though, give you enough variation between the two. Take a brief look at them both starting with the Arcade mode.

ARCADE MODE

You begin this with only four courses to choose from, and you have to play each of them through in order to gain access to the next. Once they have been completed, you can move onto the next set of six tracks. Once those have been negotiated successfully, another eight can be raced under. The only downside is that you have to complete all of the tracks in that group before you can save your game. You are also under a pretty strict time limit so you can't afford to make mistakes.







CHAMPIONSHIP

The racing is still the same, but a couple of the settings change. For a start there's no time limit, so there is less pressure. Also, the championship runs in a league basis, so the emphasis is on you to finish higher up to gain more points and progress onto the next group of tracks. There are eight different stage settings and 24 tracks in total during a tournament, with you getting the choice of which to race. Once a country has been completed, its picture darkens to indicate a success.





IN THE COUNTRY!

The country scenes for the stages of *V-Rally* are all extremely detailed and very true to life. When driving in England it's nearly always chucking it down with rain, whereas Spain is set along coastlines and sunsets. Icy roads and snowfall is waiting for you when you journey to the French Alps as well. The variation of the stages is one of *V-Rally*'s big strengths.

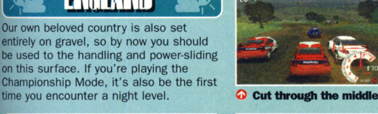


INDONESIA

Nothing stereotypical about this country, what with you racing in rice fields and all that! The tropical weather fluctuates between blazing sunshine and pouring rain. The surface is always gravel, so make sure the tyres are equipped accordingly.



A pile up is inevitable.



ENGLAND

Our own beloved country is also set entirely on gravel, so by now you should be used to the handling and power-sliding on this surface. If you're playing the Championship Mode, it's also be the first time you encounter a night level.

Cut through the middle.

SPAIN

Sun, sea, sand and Skodas? Not the ideal combination, but even so Spain houses some tough stages. Asphalt is the choice of track here, so you don't need to slide as much, because of the increased grip. Remember to switch to wets in the rain.





Overtake on the outside.

SAFARI

The swamps, the desert and the forest. Sounds like a typical safari to us! Again, the stages are all set on gravel, but due to the tropical weather conditions there's a lot of variation between tracks. The wet gravel is a lot harder to power-slide on.



Watch out for strays!

CORSICA

As close as you're going to get to a town level, Corsica is the first track you play on in arcade mode and in general, they are the easiest. Asphalt surfaces are commonplace so you have the chance to settle into the game with a little less hassle.





Powerslide this corner!

NEW ZEALAND

No sheeps, but lots of rock hard tracks. New Zealand holds the hardest set of levels anywhere, with loads of small but really tight bends. Look out for the very impressive wooden bridge on one of the levels. Awesome graphical capabilities!



The hills are alive!

FRENCH ALPS

The alps are possibly the most realistic of all the courses. Even though they are all on Asphalt, you have to take the snow falling level with extreme care otherwise you end up on your back all of the time. The courses are extremely tight too.



Use extreme caution.

SWEDEN

The only tracks where you need to equip the snow tyres, these are really tough! The icy conditions are hazardous even with the front wheel drive cars, and you have to race them numerous amounts of time to even come close to a perfect.



Picturesque locations.

THE LINK CABLE LIVES ON

V-Rally also benefits from a strong multi-player element. The game enables you to play a split-screen two player mode, and you have the choice of dividing the screen horizontally or vertically. You can also have a two-player link-up game. But best of all, and perhaps the saving grace for the doomed link-up cable, is the four player link-up mode. This enables two people to play on one screen and another two on another screen. Absolute mayhem wouldn't you agree?

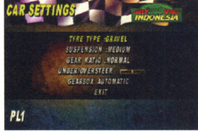


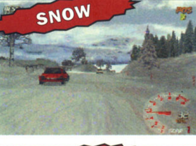




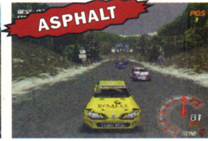
WE'RE THE BOYS TO TRUST

As you're probably aware by now, the terrain you are racing on and the tyres you equip, affect the performance of the car during races. The default setting for tyres is Asphalt, which is standard road surface. This is probably the easiest set of tyres to use because they have a high grip, so you won't skid around as often. There is also a wet version for rain conditions on the road. Gravel levels are a power-sliders heaven, and with the wheels to match, the rally element really starts to hit home. The fourth wheel variant is specifically for snow. This has untold amounts of grip, but due to the conditions you end up using them in, that becomes redundant.









FAIR WEATHER RALLY DRIVER

Also detrimental to the way that *V-Rally* plays is the weather conditions. You know about snow needing a different set of tyres, likewise wet asphalt is also the time to call in the boys from Kwik Fit. The graphical superiority of this game really comes into effect when you hit one of the night stages. The lighting effects on your headlights are truly amazing, especially when you see the stage in replay mode. Only parts of the track within a couple of car lengths in front of you are exposed in your headlights, so you really do get the same feeling of uncertainty.



The rain falls vertically until you start to move, when it then shoots towards your screen, adding to speed factor!



Your lights illuminate the cars in front at the start. The other vehicles don't have any headlights though. Doh!



As you can see from this shot, the headlights are very impressive. Use the outside view to make the most of them.

V-RALLY

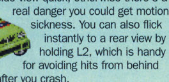


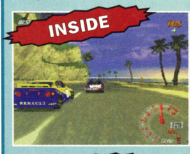


PlayStation

INSIDE AND OUT

As has become the norm with racing games, you're given a choice of two views to race under – the inside and outside car view. Surprisingly, playing from the outside works well, as you get a greater awareness of what is around you and can avoid unnecessary collisions with other vehicles. But for a sheer feeling of speed and realism, the inside camera is unmatched. The game doesn't suffer from hideous pop-up either, so not only do you get a smooth ride, you get a damn quick one. A small word of warning though. If you are using the in-car view and happen to roll it, change to the outside view quick, otherwise there's a real danger you could get motion sickness. You can also flick instantly to a rear view by holding L2, which is handy for avoiding hits from behind after you crash.









CRASH BANG WALLOP



The main difference between *V-Rally* and *Sega Rally* is realism. *SR* is definitely an arcade title. One you can pick up and play instantly with no fear of crashing. Designed for fun only. *V-Rally* on the other hand incorporates a lot more simulation aspects into it. The weather conditions, the tyre changes, and two car types are some examples of the depth the game delves. And then of course you have the crashes. It maybe viewed as a fault, but it is incredibly easy to spin or stack your car. As soon as you clip the side of another car, or the side of the course, you lose all control and often a few vital seconds in the race. It may look spectacular, but it can prove annoying. Which is where the biggest incentive lies with *V-Rally* – in that you are always striving to race a perfect lap without stacking it. And that takes a lot of practice!











ACCEPT NO IMITATIONS







↑ The car in front is... err a Peugeot? Branding is commonplace on all of the vehicles and all the real-life sponsors get their little plugs as well.



Something Ocean are very pleased about with regards to this game, is that some of the tracks are modelled exactly to real rally courses and settings. Although no official license is displayed, it features all of the real cars from rally tournaments, complete with all the sponsors. And can you believe that the current champion car is a Skoda? We lie not.







Here we see how the handbrake can be effective. The car is spinning over the track, caught in lots of time wasting rolls. By hitting the brake, he's stopped dead in the middle of the track, ready to rock. Step on the gas!







And then there's the reverse effect. It's the same sort of situation – spinning helplessly out of control as the cars whizz by – and yet this time once the handbrake is activated, you drop into the trees on the roadside!

STEP ON THE BRAKE



At first glance it may seem pretty weird having a handbrake in a game such as this, but once you think about it, it does serve a good purpose. When you press and hold the brake (R2) the car stops dead. If you are suffering the effect of a horrendous crash, the handbrake is often the best way to stop yourself. The problem is, that it resets you to wherever you are on the course, either on the track or off it. Time it right and you can save yourself some valuable seconds.

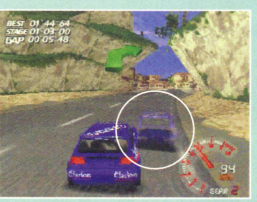
V-Rally

REVIEW



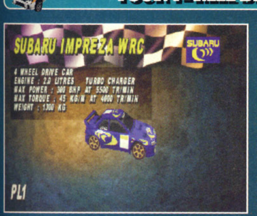
SPOOKY GOINGS ON





If you're having trouble coping with the rigours of a competitive Rally, why not race against yourself? The best thing about the trial is that you can select any of the tracks from the championship or arcade modes. And you have an automatic ghost mode too. All you have to do is complete a couple of laps, and when you begin a third, a ghost car of your previous circuit will automatically appear for you to compare yourself against. If you just want to race on your todd, with no silhouette or anything, you can select that too! They thought of everything!

FOUR WHEEL DRIVE MAYHEM!





There are eight standard cars to race with, and they are all front wheel drive. The benefit from this is that they corner very well without much give when you're powersliding. However, they leave more than a little to be desired in the speed stakes. Which is where the four wheel drive cars come into play. There are an additional three four-wheel drive cars to choose and they are lightning quick compared to normal vehicles. The handling is razor-sharp though, and you end up powersliding around every corner.



COMMENT

V-Rally is very impressive. The third-generation PlayStation graphics are incredible. Great looking/ moving cars, and super-realistic scenery put it visually way ahead of the (still) brilliant-looking *Sega Rally*. In another effort to beat the Saturn title, the wealth of tracks and the range of 'genuine' cars is astounding. In this respect, there is no contest – *V-Rally* is a more appealing game. It plays superbly too, but not, in my opinion, better than *Sega Rally*. The over-sensitive control-lose spoils the pace. I'd still give *SR* a Five now. Excellent as *VR* is, I don't think it's everyone's cuppa.

TOM GUISE

REVIEWER

Let's get one thing straight now. If I could give this 4.9 out of 5 I would. If we still did percentages, *V-Rally* would still get at least 90%. As it stands though, this isn't a revelation that warrants a High Five rating, simply because it won't appeal to everyone. Some will get annoyed by the ultra sensitive controls to begin with, which do need a lot of getting used to. Once mastered though, *V-Rally* becomes possibly the greatest rally game I have played. Comparisons are rightly drawn to *Sega Rally*, but I have to say I prefer Ocean's title. It has 45 tracks for a start, and that is not even with a cheesy mirror mode. Compare that to the four from *SR* and you're already way ahead. Even though '*V*' isn't as instantly accessible, it still offers a great deal of challenge and depth. But it's the graphics that set this apart from any of its competitors. The level of detail on the tracks is very impressive indeed and you can see so far into the distance without the huge amounts of pop-up that other games suffer from. Ocean have released a stormer of a game, that comes highly recommended.

STEVE KEY

RATING









V-Rally wipes the floor with all other titles like this. It is as good as, if not better than, Sega Rally in many elements, and is definitely worth purchasing.

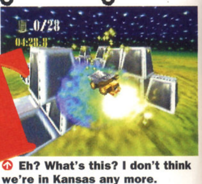
NINTENDO 64	ACTION	BY RARE
	OUT NOW	1 PLAYER

- PRICE £69.99
- IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 96MB CART
- RELEASED BY THE GAMES TEL 01703 653377

The best thing about video games is that they give you the chance to do things you've always dreamed of but never had the guts to do. Like demolishing buildings!



When we first saw *Blast Corps* at the Shoshinkai show in 1995 (it was called *Blast Dozer* back then) it already looked very impressive. It also had a very interesting basic idea – smash down buildings! Although it may seem as though that's all you do, there's a lot more to it now. You still need to clear a path through anything that may be in the way of the out-of-control truck carrying a delicate nuclear missile, but there's a lot of strategy to it. As well as figuring out exactly how to complete each stage there are literally hundreds of bonuses to find, including hidden levels, more vehicles, and extra money. It's also turned out to be one of the best games on the Nintendo 64 so far!



Eh? What's this? I don't think we're in Kansas any more.



From the start of the level it's a race against the carrier!



From a vantage point on the top of a hill, you must use Ballista to shoot out the crates below!

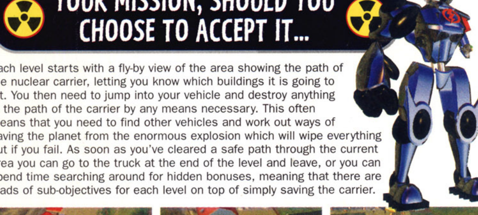


When not flying forward, J-Bomb relaxes in mid-air!

BACKLASH



YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...

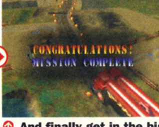


Each level starts with a fly-by view of the area showing the path of the nuclear carrier, letting you know which buildings it is going to hit. You then need to jump into your vehicle and destroy anything in the path of the carrier by any means necessary. This often means that you need to find other vehicles and work out ways of saving the planet from the enormous explosion which will wipe everything out if you fail. As soon as you've cleared a safe path through the current area you can go to the truck at the end of the level and leave, or you can spend time searching around for hidden bonuses, meaning that there are loads of sub-objectives for each level on top of simply saving the carrier.

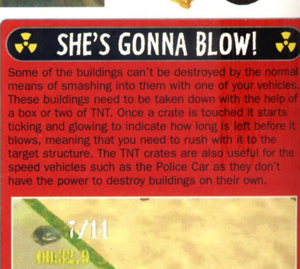


Here's how simple *BC* is. The chopper drops you off...


You then smash up any buildings in the way...



And finally get in the big yellow truck at the end!



SHE'S GONNA BLOW!

Some of the buildings can't be destroyed by the normal means of smashing into them with one of your vehicles. These buildings need to be taken down with the help of a box or two of TNT. Once a crate is touched it starts ticking and glowing to indicate how long is left before it blows, meaning that you need to rush with it to the target structure. The TNT crates are also useful for the speed vehicles such as the Police Car as they don't have the power to destroy buildings on their own.






DREAM MOBILES!



There are loads of controllable vehicles in *Blast Corps*, each one with different strengths and weaknesses. Each level has a set selection of vehicles, some of which are hidden in the area. You can switch between vehicles easily enough, by simply pressing the Z trigger to get out of one vehicle and running to the next.

YOU



Although you spend most of your time inside the myriad vehicles, you can jump out by pressing the Z trigger. Normally this is only useful for swapping vehicles, but occasionally there are only areas accessible on foot.





DESTRUCTION VEHICLES



These are the land-based vehicles that are best used for smashing down buildings, as well as getting around the rougher sections of the levels.

RAMDOZER

A powerful bulldozer which can destroy most things in one go, simply by driving straight into them. It's also relatively fast, making it good for using on bonus stages which require buildings to be demolished quickly.





BACKLASH

A fast dumper truck which knocks down buildings by power-sliding into them. While driving, hold the R shoulder button and turn sharply to go into a slide, then steer the back end into the scenery.



BALLISTA

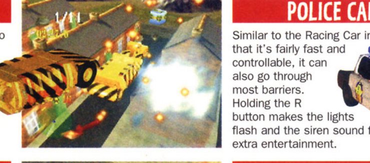


A speedy motorbike armed with rocket launchers! It can be a bit tricky to control at times, but being able to fire rockets by pressing the R button makes up for that. Ammo is often scarce, so you need to be careful not to waste it.



SIDESWIPE

A luggage carrier which is difficult to control when in confined areas. Pressing the R shoulder button makes the panels on either side spring out and damage whatever you're next to.



SKYFALL

A fairly fast buggy which can use turbos by pressing the R button. To destroy buildings with Skyfall you need to find a ramp, turbo up it, and fall onto your target! A gauge in the bottom corner of the screen shows your remaining turbo power.



SPEED DEMONS



These vehicles are best used on the time trial bonus stages, as they're very fast but not powerful enough to destroy buildings without pushing TNT crates. They all need to be discovered throughout the levels before they can be used.

HOT ROD

Probably the fastest vehicle in the game, though it's extremely difficult to control. As soon as you turn it goes into a ridiculous powerslide, meaning that it takes lots of practice to get good with it.



RACING CAR

Almost as fast as the Hot Rod, only with better handling. The Racing Car is also useful because it can go through some light barriers which stop most other vehicles. These often lead to secret bonuses and areas.



POLICE CAR

Similar to the Racing Car in that it's fairly fast and controllable, it can also go through most barriers. Holding the R button makes the lights flash and the siren sound for extra entertainment.



MINI VAN

Totally based on the A-Team van, this is fast and controllable, plus it's tough enough to do fair amounts of damage to buildings. Pressing the R button makes the driver shout "Get outta mah way!"







HYPER ROBOTIC SUITS

In case you didn't realise, this is a video game so the vehicles in *Blast Corps* don't have to be totally realistic. Rare have included some fantastic robot suits which you can use to flatten any buildings in your way.

THUNDER FIST

A big silver robot with one arm missing. Pressing the attack button makes him roll along the floor, then jump and punch upwards with his other giant fist! It's possible to take out large sections of buildings when used properly.





J-BOMB

Probably the most entertaining of all the vehicles, J-Bomb has massive jets on its back. Using these you can fly high above the level, then dive feet-first onto whatever you want to destroy! Very powerful and lots of fun!



CYCLONE SUIT

The Cyclone Suit isn't anywhere near as big as the other two robot suits, but can still do a lot of damage. Pressing the attack button makes it go into a cartwheel then back-flip, destroying whatever it comes into contact with.



BONUS LAND-BASED VEHICLES



These aren't normally classed as vehicles as they don't show up on the world map, but you still get to control them every now and then.

PLATFORM CRANE

Running into the base of the crane gives you control of the moving platform. It's often used to lift vehicles and objects around the level to sections you wouldn't normally be able to reach.



TRAIN

The train is used to move vehicles from station to station. When you drive it up to a platform, a small smiley face appears in the corner of the screen to let you know when you're stopped in just the right place.



BOAT

Like the train, the boat is often used to move vehicles around. There are also numerous occasions where boats need to be placed correctly to allow the carrier and yourself across waterways.



GET THE PERFECT BONUS!

On top of clearing a path through the level for the carrier, there are lots of other things to do on each level. Complete a level to a decent level and you're awarded a bronze medal. Earning the silver and gold medals takes a bit more work, as you need to search the level thoroughly to find every last one of the items mentioned here. It's possible to leave and enter any level at any time, meaning that you can play through the game slowly getting gold medals on each level, or you can fly through to see every level as quickly as possible then go back later to collect all the medals.



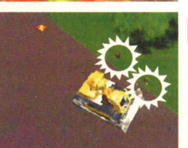
COMMUNICATION POINTS

These satellite dishes are often hidden inside buildings or in hard-to-reach areas. Touching them sends a signal which opens up another level on the world map. The stats screen for each level shows how many Communication Points you've found for that stage.



ALL THE BUILDINGS

In your quest to get perfect gold medals on every level, finding and destroying every structure in the game is essential. You only need to clear the essential buildings to save the carrier, but clearing the entire level earns you another 100% bonus which goes towards your gold medal.



SURVIVORS

These aren't so much of a problem to find as the other items, as they are only ever inside buildings. When you destroy a building containing survivors, they run out into the open where they are collected by your friendly helicopter. Getting them all gives you another 100% bonus.



RDUS

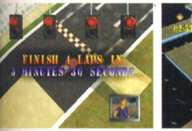
These little lights are placed in the ground around the stage, usually to give a clue as to the best route through the level. When you drive your vehicle over them (or get very close at least) they light up orange. There are 100 of them on every level, and lighting every last one of them counts towards getting the overall 100% rating needed to get the gold medal. This sometimes takes a while, as big clusters are often hidden away together.

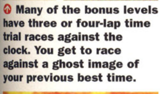




IT'S NOT ALL SMASH, SMASH, SMASH!

Bonus levels open up either when you complete a certain "standard" level, get promoted, or find the right Communication Points. They are different from the normal game levels as they don't have the carrier to protect – instead they involve completing set challenges in a strict time limit. Medals are awarded depending on the time taken to complete the stages – the target times which have been set by Rare for each medal are perfectly worked out to provide a challenge to everyone, while still being in the realms of possibility.





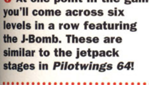
Many of the bonus levels have three or four-lap time trial races against the clock. You get to race against a ghost image of your previous best time.



A few of the bonus levels involve driving around a maze, lighting all the RDUs while avoiding the other vehicles. These are somewhat familiar...



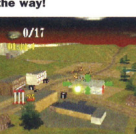
On this stage you have to push the triangle of boxes of TNT into the six corner pockets to clear the giant snooker cues out of the way!



At one point in the game you'll come across six levels in a row featuring the J-Bomb. These are similar to the jetpack stages in *Pilotwings 64*!



To get the gold medal on this stage, you need to wipe out all the buildings in only a few seconds, following the red arrows on the floor! It takes practice!



Some bonus stages are made harder by being remote-controlled. The view stays fixed while the vehicle you're controlling goes off into the distance!

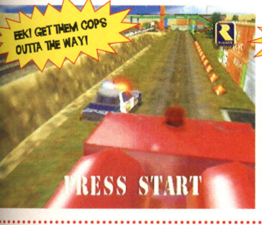
SAVE THE SCIENTISTS!

There are six scientists hidden in various levels around the world map, and finding them all gives you an extra section of the game. Each scientist gives you a clue to finding the next one, and as they are all well hidden any help comes in handy. We really don't want to ruin the surprise for you, but there's definitely more to the game than just the levels you see on the world map.



RELIVE YOUR MOMENT OF GLORY!

Once you've completed a level (or failed miserably) you get to see it again from an excellent angle – right on top of the cab of the deadly carrier! Unfortunately, not as much has been made of the replays as we'd hoped, but it's still great to see yourself skidding around smashing buildings from right under the camera at the last minute!





REVIEWER

The idea of smashing down buildings is one which surely appeals to most games players, though it's not something that's going to last long before it gets boring. This is where *Blast Corps* is a pleasant surprise, as it's got a lot more to it than just destruction. The levels are brilliantly worked out, and can be played at many different levels – beginners can take a few goes to work out how to finish the level, while experts can spend ages searching thoroughly to get the coveted gold medal. The bonus stages provide a lot of variety, and have target times which are worked out perfectly so that they always seem possible, but just out of reach. There's also a LOT of game here with over 70 levels to find and complete, as well as more levels and some brilliant surprises once they're finished. On top of all that, the game saves all your best times for each level to give you and your friends something to play against. In fact, *Blast Corps* is more like the sort of thing I had come to expect from Nintendo than most of their own N64 releases so far – a big, entertaining game world which changes as the player progresses, always surprising and giving new reasons to keep playing. It's great fun, and is big and tough enough to satisfy even serious gamers after a lasting challenge.

ED LOMAS

BLAST CORPS GOES PLATINUM!

After completing and getting gold medals on all of the levels and bonus stages on the world map, then completing the extra section you get by discovering all the scientists, the Platinum Time Trial challenge becomes available. You then need to enter levels again and complete them before a very strict time limit runs out to get the level marked with the platinum medal. These challenges aren't just "rock hard" – they're far tougher than that!





See that? That's a platinum medal. If you can collect every single one of these, you really are a bit good at games!

RATING







On top of the brilliant graphics and non-stop destruction, there's a big, enjoyable game here waiting to be explored. Surprisingly good stuff!







GOLF SIMULATION | BY GREMLIN | OUT NOW | 1-4 PLAYERS



- PRICE £44.99
- PLAYSTATION, SATURN, PC PREDECESSORS AVAILABLE
- PC VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY GREMLIN TEL 0114 275 3423

Golf!!! Balls!!! Clubs!!! Battery-powered trolleys that old grandads run you over in!!! Maybe the thought of *Actua Golf 2* will get you excited instead!

actua GOLF 2





'Gaulff' as the Americans call it, is a strange game. The older you get, the more you seem to like it. It must be like a time release gene inside your body, that as soon as you hit forty you suddenly feel the urge to buy a pair of plus fours, a tartan beret and little furry animals to put on the tops of your clubs, to wander around the English countryside shouting 'Fore!' whenever something bad happens. These days though, with the advances in modern technology (ie a PlayStation), you no longer have to leave your house to view the delights of golf. When Gremlin released *Actua Golf*, an unprecedented level of realism was reached within the ever popular market. With the second, not only have they added six new courses, but a wealth of shots and even another commentator! Now if only they could get the 19th hole going...

RELIVE THE RYDER CUP!

AG2 features a grand total of six new courses, three of which are modelled on actual professional courses. Those who recognise their golfing circuits will remember that Kiawah Island was the setting for the 1991 Ryder Cup in which Bernhard Langer missed the last putt on the final green to win it for Europe. Carnoustie, a Scottish Links course that has just been selected to host the 1999 British Open, is another that is well known to fans. The trio is completed with The Oxfordshire, the venue for the B&H International Open. The other three are all fictitious courses, but are made up of some of the best holes from venues all over the world.

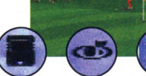
AG2 has a new front end!





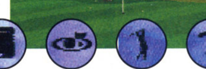



As you can see, the programmers have added loads of new shots variations for you to choose from. The game will automatically give you the ones that are applicable for each shot you take.







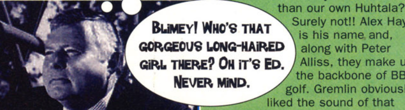
REVIEWER

Actua Golf 2 is one of those rare sports sequels that actually represents a good enough leap forward from the original to consider buying. Six new courses is not something to be sniffed at for a start. Kiawah Island is a very sandy course, with loads of bunkers, whereas the Carnoustie is situated in more woodland areas. The thing that grabs me about this version is the sheer playability. You really do get caught up in the action. Four player skins become tense affairs, and even the commentators rub it in after a particularly bad shot. Everything you possibly could want in a golf game is here, and that is all you need to know. Excellent.

STEVE KEY



ANOTHER FAMOUS ALEX?



Another Alex just as famous than our own Huhtala? Surely not!! Alex Hay is his name and, along with Peter Alliss, they make up the backbone of BBC golf. Gremlin obviously liked the sound of that and hired the pair of them to do some witty anecdotes and little quotes to liven up even the dullest of rounds.

RATING

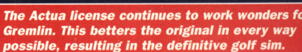
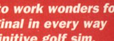




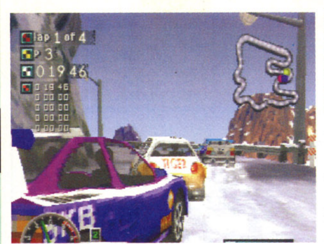


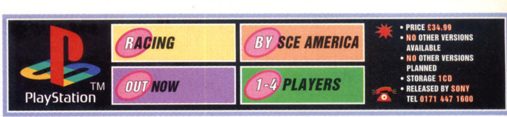


The Actua license continues to work wonders for Gremlin. This betters the original in every way possible, resulting in the definitive golf sim.







You wanted it, you got it! A game with the words Rally and Cross in the title. Yes, without further ado, ladies and gentlemen, boys and girls here's Rally Cross!

RALLY CROSS

Poor PlayStation owners, you've waited for years for a Rally game to grace your beloved console. Then without warning, guess what happens? Two turn up at once, oh the cheek of it! While the beautiful V Rally hails from the land of France, famous for its fine wines, art and striped jerseys. Rally Cross arrives from the other side of the pond, the land of the free, with their fat greasy food, rock music and dodgy graphics. When you look at Rally Cross, you'll realise we're not being too harsh with this stereotyping. The land is free - the courses are full of shortcuts and alternate routes. The cars are fat and handle greasy - lots of power sliding and over-steer. There is the obligitory rock music and the graphics are reasonably dodgy. Hold onto your butts, it's going to be a bumpy ride.



This is meant to be England! Omygawd!

LOTS AND LOTS OF MOTAH!







you need good handling here.



In car view. It's PUKE-A-RAMA!



Look out for that pillar! DOH!

At the start of the game there are eight rally cars to choose from. Each has different variations on three attributes; acceleration, handling and speed. Win the three different seasons; rookie, veteran and pro and the number of cars available increases to sixteen. All cars are relatively the same when you start the game, but once you start winning those championships the performance of the vehicles improves.



stadium
lap record
0'11"43
dr_love__

Another record for Dr. Love. Is there no stopping this demon!



WORLD KEEPS ON TURNING

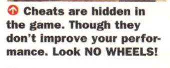


Due to the many bumps on each course, and the fact that the computer drivers are very competitive. You may find yourself spending a fair amount of each race upside down with nowhere to go. To get yourself back in the race, you'll need to rock your car back onto its four wheels. Using the L2 and R2 shoulder buttons, build up a rocking momentum. Skilful drivers are able to control tipping over, even managing to drive on two wheels. plus if your feeling particularly wicked, give the computer drivers a taste of their own medicine.

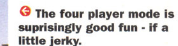
ALPINE... CHECK! FOREST... CHECK!

There are six courses on offer here, taking place over desert, island, mines, woods, alpine region and stadium. None entirely original. However in addition to mirror modes for each course, there are alternate routes. Each course except the arena have three variations of the same circuit. Sometimes this variation will result in extra roads, shortcuts or extra mud on the road. Every course has its fair share of bumps and fast bends. You need to compensate for these in your driving, because if you don't you end up belly-up. Yes, this game has the ability to roll your car. Sometimes it's an incredible feat just to stay on four wheels! With practice, you will discover where to hit the brakes, and where to apply the gas.





Cheats are hidden in the game. Though they don't improve your performance. Look NO WHEELS!



The four player mode is suprisingly good fun - if a little jerky.



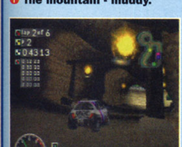
Another cheat. Strange there's no cars, instead just race with the WHEELS!



The Oasis - lots of sand.



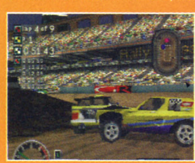
The mountain - muddy.



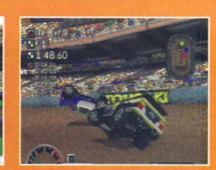
Mines - dark and dingy.

MENTAL MODES OF PLAY

Not content with your normal single races and championship seasons. Rally Cross offers some quite unique modes of play. Head-on mode lets you compete against one other driver, except he's driving around the course in the opposite direction. The challenge here is to avoid too much fender bending. For even more craziness try the suicide mode. Here instead of the single opponent of the head-on mode, you are competing against three drivers! You'll never drive full speed into a tight turn again.









Alpine level - snowy.



Royal gardens - regal.

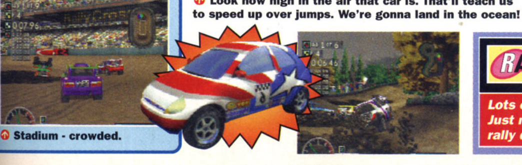


Look how high in the air that car is. That'll teach us to speed up over jumps. We're gonna land in the ocean!

REVIEWER

While there are plenty of options, lots of cars and even a few original ideas. None of the game seems to stand out as being amazing. This is a racer, the likes of which we have all seen before. Two years ago it would have been hailed as amazing, now it is sadly left at the back of the starting grid. Not entirely without merit, this is a very tough game to complete. I'm not sure many will want to stick with what is a rather average game, to discover all the cars and course variations. The four player mode is another great idea, though things do get a bit jerky. On the whole it's one to avoid, there are already loads of great racing games on the PlayStation, Rally Cross just isn't one of them. A difficult learning curve, and pretty unforgiving game play. A pity.





Stadium - crowded.

RATING



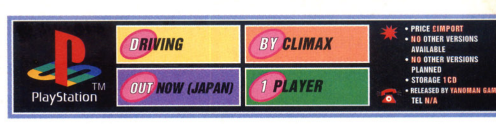
Lots of options and different modes of play. Just not entirely original or exciting. If you want rally driving on your PlayStation go for V Rally.

RALLY CROSS

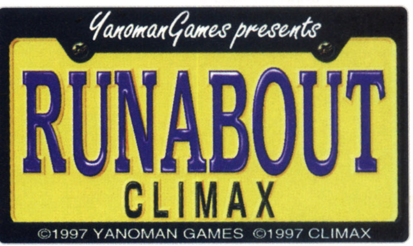
REVIEW







Part driving, part adventure and part score attack. Put your foot on the gas once more, because *Runabout* is smashing through. Are you born to drive?





Ken Naito, the legendary creator of *Landstalker* became disillusioned last year. Disturbed by the lack of sales for his brilliant *Dark Saviour* on the Saturn he decided to make a game that would appeal to the mass market. He saw the light in the form of a driving game. He was quick to point out that there are loads of driving games already available, but *Runabout* would be different. The game is set around city streets and coastal roads, heavily populated areas, and full of traffic. The game takes a free form of driving, with no set route to get to the goal. Weave around traffic, take ninety degrees turns into streets, and most importantly find shortcuts! Although *GTi Club Rally* may have beaten *Runabout* in the free driving arena, Ken Naito was right – this game is different...







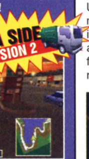
There is an interior view for all but two of the vehicles. When you're driving a coach or lorry the perspective is viewed from a higher angle.

I FOUGHT THE LAW

There are four courses to choose from in *Runabout*. Three make up the game proper, set around the city in different areas. Each level is not a course or a stage however, these are missions! The first mission is DOWN TOWN set around the streets of Chinatown. The second mission takes you to the SEA SIDE, the final mission is METRO CITY, where the night time setting and busy streets make for an action packed finalé. The fourth course is the test circuit, useful for putting each vehicle through its paces. "Why are the levels missions?" you may ask. It's because you've been hired to steal some very valuable artifacts. Each mission requires you to acquire different items before making your way to the pick-up point. A racing game with an adventure element? You betcha! Told you this game was different!











Fine tune your car and then take it out for a spin on this course. Here the police car records an amazing top speed.

BREAKING THE LAW

Nearly every object in the game is breakable. Not the majority of buildings - though there are a few choice shopping malls to wreck. Every breakable object is allotted a value to its worth. So wreck a road sign and the score is $400, window $5,000, telephone box $10,000 and police car $100,000. Unfortunately, your vehicle is susceptible to damage as well. Create too much destruction and your car will start spouting flames, and pretty soon it's game over. Instead you have to be selective, wrecking objects that have a higher dollar value. If you complete the mission not only are you given your finishing time, but also a total of the damage you've caused. Not just a novelty aspect, this is a major score attack challenge!



Pop quiz hotshot. There's a major pile-up blocking the road. Either add to the damage or find an alternative route. The clock's² ticking.



Is it the Toyota Celica of Sega Rally fame? It looks, sounds and drives almost the same!



A pleasant cruise along the beach. Major dollars for ruining the life guard and his car!



THE DIRTY DOZEN

At the start of the game you are given the choice of four vehicles – pick-up truck, 320 series BMW, Mini Cooper and a Vespa scooter! Each have different attributes, with the truck able to sustain heavy damage, the BMW fast and the Mini excellent at cornering. Complete each mission and you are given two extra vehicles. In addition to these ten, there are a further twelve hidden vehicles, awarded for achieving different goals on each level. How to attain the extra twelve is not printed in the instruction manual. Only through trial and error are you awarded them.











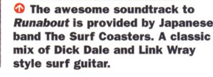




The awesome soundtrack to *Runabout* is provided by Japanese band The Surf Coasters. A classic mix of Dick Dale and Link Wray style surf guitar.







THIS IS A SELF PRESERVATION SOCIETY

One of the most appealing aspects of the game is the amount of shortcuts contained within each course. Once you get to know each course, most become apparent fairly quickly, and they're serious fun. They also prove vital for shaving some serious seconds off your course times. Here's' a quick selection of some of our favourites.



There are a couple of these hidden in the game and apart from the odd train there's no traffic.



Why take three corners when you can just drive straight ahead? Earn $10,000 for each trashed sofa.



Crash through these billboards to miss out a pointless loop, but there's also a shortcut there too!



Don't drive in the water, but along the sides. You can still achieve top speeds, but you need to concentrate.

REVIEWER

I love *GTi Club* in the arcades and have been hoping for a conversion for ages, but now *Runabout* has appeared my craving has diminished. *Runabout* is up there with the best on the PlayStation, coming very very close to knocking *Rage Racer* off its podium. It really is that good! Four long courses, 22 very different vehicles, and some neato surprises make this a very attractive game – apart from the graphics. While not visually brilliant looking, the speed of the game is impressive, coming very close to *Rage Racer* again. The choice, playability and original ideas are the game's saving grace. With cars all performing how you'd expect, each posing a different challenge. While you might see nearly everything the game has to offer on the first day (which racer is different?) you'll definitely come back for more. There is still room for improvement, but that's no bad thing – since this spin on the racing genre is still very young. The only downer is that there isn't an official release date yet. Hopefully from reading this, you'll all bombard Sony to release the game pronto!

ALEX HUHTALA



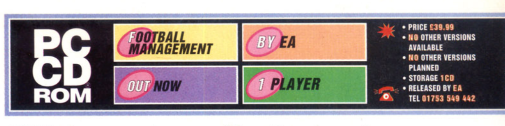




RATING

The birth of a new breed of racer. Forget the graphical shortcomings, buckle up and enjoy the ride. This game is going to change all the rules!





FIFA Soccer does a 'Big Ron' and moves upstairs. Hung up its boots and opted for increased levels of stress, loss of hair and failed transfers.

FIFA SOCCER MANAGER

Being a football manager has to be one of the most high risk, stress induced jobs going, especially if you manage the England Team. Terry Venables came in for a load of stick over his handling of the team during the now infamous 'dentist's chair' incident. The team then goes on to restore national pride, subsequently increasing sales of anything alcoholic by 100% and everybody has forgotten about it. Had the team failed, Venners' head would have been on a stick, or a least superimposed to that of a turnip. Although *FSM* cannot recreate the tabloid hell for you as a manager, you still have all the daily running of the club at your disposal. Everything from making sure the pitch is of a playable standard, down to punishing players for not sticking to curfews, is your responsibility. Have you got the bottle to stick at it?

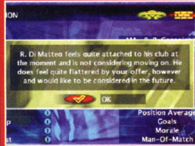


Drag the shirt icons around to switch player positions and subs.



FEELING HOT HOT HOT!

Transfers are the key to surviving in the world of football management. Bringing in the bargain basement players and nurturing them through the years not only saves you pots of money, but also shows you have a good eye for the discount team members. Spending loads on importing a foreign player could also cost you dear because, if he fails, you have a huge transfer fee to try and earn back. *FIFA Manager* features a new idea for these games, in that you can have a transfer hot list. Any players you particularly want in your team can be added to this, then every month or so it automatically bids for the player in question. He'll then either accept, or say he's been flattered by the interest but is happy where he is.



I don't care how attached you feel, I want to buy you!



This player menu appears when you attempt a transfer.

BALANCE SHEET

INCOME (£)		OUTGOINGS (£)	
Merchandise	43,920	Wages	0
Player Sales	0	Merchandise	0
Loans	0	Player Purchase	0
Ticket Sales	698,100	Loan Payments	0
Concessions	0	Pitch Maint	1,000
Events	0	Stadium Maint	0
Grants	0	Building Costs	0
Gifts	0	Match Costs	330,818
Winnings	0		
Third Party	0		



THE GUIDED TOUR

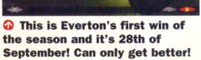
Another part of the game that is pretty unique to *FIFA Soccer Manager* is that all of the clubs have their own stadiums in the game. Right the way down the Goldstone Ground Brighton, all the details are there. The actual stands are true to life as well, of which Old Trafford is the best example. They have been created in the old isometric *FIFA* style and because of this, upgrades can be added to your stadia. Once you're inside the upgrades section of the game, you can view any small section of the stand and upgrade it, or add corners to the existing structures to make the ground completely rounded.





Select the specific tactics for the team in general and the individual players if you so desire.





This is Everton's first win of the season and it's 28th of September! Can only get better!

AM 8 P. Gascoigne

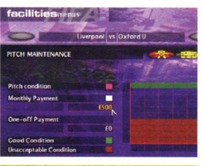
Nationality	English
Age	29
Transfer value	£5,080,800
Wages	£20,323
Cards	0 0
Current Form	0
Position Average	84
Goals	0
Morale	61
Man-Of-Match	0





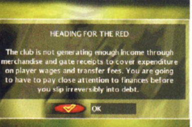
Here you find out exactly how much money you've lost, and that Dave Beasant is MOTM! Noo!





THE IN-BETWEEN BIT

All your decisions have been made, the players are out on the pitch, and all you can do is wonder whether you've made the right decisions. The good news for you is that you can watch your players as they battle through the league. You are given two options before each match, one is to generate the outcome so all it does is give you the score instantly. The second is to watch the whole match. This can become quite tedious, but you can double the speed to reduce this. The camera can be switched to any of four angles and an overhead view if you fancy a Sensible Soccer style game. Unfortunately, we were unable to get any shots of this, so you'll just have to take our word for it.



Oh well! I was fun while it lasted and the club is going to go bankrupt! Cool!

YOU, MAKE THE TEAS!

You can also allocate specific tasks to players in a bid to break down your opponents. As well as being able to play on the break, or even time waste if you are winning, you can give players specific tasks. Wingers can be told to run with the ball and cross it, strikers can be ordered to shoot on sight, or midfielders can keep hold of the ball and make sensible passes. More than one skill can be combined, but obviously you don't want defenders to run into space because they'll end up running all over the park, sacrificing their defensive duties.



The pitch on the right shows who has been allocated what skill by little arrows and drawings.



OUT ON THE TILES

Hinchcliffe was spotted out on the tiles with a Page Three stunna the night before a big match. The tabloids have a field day and you are forced to discipline him with a heavy fine and a two match suspension.



What kind of preparation is that for a big match?!

THE Y-AXIS CUTS THE Z-AXIS

For all the statistically minded out there, EA have replaced the pages of numbers and opted for a slightly easier-on-the-eye graph system. You can pick virtually any area of finances, ground maintenance and such like, and compare them all in a graph. It's especially good for checking the money situation of your club, for example if you think that merchandise sales are down.



Why have a 'terrace' option when all the Premier stadiums are 'all seater'?

REVIEWER

I have to say that, after playing *Premier Manager*, this game just didn't give me the same level of enjoyment. I didn't feel as if I had the same level of control over what was going on as in *PM*. Because there is no choice of game, ie minimal or complete control, you are dropped straight in at the deep end. Every time I started a new game I was losing money, as soon as the second week of the season. I put the ticket prices down in order to attract more punters, but the same number of people turned up. I tried to buy a big name player, but had to get a loan and so I was in even more debt. The vicious circle of management or just annoying? Little things like instructing full backs to play the long ball game, and all they did is run with it until they were tackled frustrated me immensely. And no matter how I set up the team, loads of formations and strategies, we always lost! Even with teams like Rangers who should be dominating their league! It's still a good management sim but seeing as there are so many different, and better variations of this game, you'd be better off going for one of those.

STEVE KEY













Doesn't offer enough in the way of new features to make it an instant classic, but it's a good variation on a slightly well-worn theme.

FIFA SOCCER MANAGER

REVIEW





SPACE SHOOTER | BY RAGE SOFT | OUT NOW | 1 PLAYER

- PRICE £44.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY EA

TEL 01753 549442

While space simulations are infinitely more popular on the PC than PlayStation, EA are hoping to put that right with their conversion of *Darklight Conflict*.



Despite EA having continued success with the sales of their recent big name titles, the specialist press are fast losing their patience with the endless sequels. The old EA magic that saw them become one of the top publishers over the last few years is fading, but with titles like *Moto Racer* and *FIFA Soccer Manager* on the horizon, and the gaining of the *Lost World* license, the critical acclaim could soon be returning. *Darklight Conflict* is their latest game to be converted from PC to PlayStation and if it's only competition is EA's other title *Wing Commander IV*, the war is over.



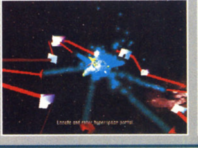

Getting this close to the ships is the only way to guarantee infecting them with the virus bomb.

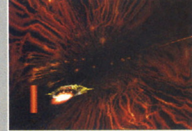


And another one bites the dust! The heavy artillery weapons leave satisfying explosions.

I'LL TAKE YOUR BRAIN TO ANOTHER DIMENSION!

The links between you and each of the stages come in the form of Hyperspace Portals. These are star-shaped items that float in space, that once flown through, give you access to the next mission. Once inside you briefly fly through a psychedelic trippy stage, where the object is to avoid as many of the coloured energy blasts as possible. You then emerge through another portal to continue on with the level. Also, you can only enter these warps when all of the tasks for the stage have been completed.





The orange bolts shown right, actually replenish your energy once they hit you, so try to fly into as many as possible, thus filling your bar!

THE ANGLE OF THE DANGLE

You are given three views to play under in *Darklight*. One is an arcade-style-behind-the-ship view and another is like a television viewpoint, which rotates around the craft. Although both of these make for nice screenshots, they aren't practical for playing under. The most efficient is the inside, simulation view. There are three coloured triangles situated around the screen that are your biggest guide. The yellow one in the bottom left points towards any enemies on-screen. The green arrow at the top shows any of your targets that cannot fire back (like the barges or mothership), and the purple pointer indicates the whereabouts of the fellow Repton craft. Use these otherwise you'll become completely lost and incredibly bored.

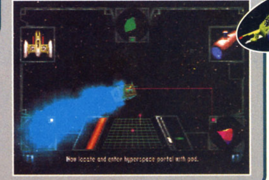







SUCKED ME RIGHT IN!

Before you begin playing the real levels in *Darklight*, you have to go through ten training missions, each of which highlights a various tactic or weapon you need to master to progress. You learn how to use high-powered missiles and bombs, how to infect space barrages with a virus and how to use the tractor beam to take objects through the dimensional warp, among other things.



REVIEWER

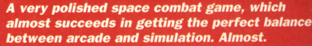
To be honest, I think that these sort of games only work on PC. They seem to suit the market a lot more than consoles. And however hard the companies try to make them more arcade-esque, it never seems to work. Having said that, *Darklight* is the closest I've seen too almost getting it right. The graphics are very good with light-sourcing galore, that cannot fail to impress. And the game has very slick presentation with a highly polished feel. But when you actually get down to playing, that's where it loses the marks. For a start, the difficulty pitch rises from easy to rock hard in the space of one stage, which is strange. I also found myself regularly flying around empty spaces wondering where the next enemy was coming from. It can be good fun, but it's nowhere near great.

STEVE KEY

RATING





A very polished space combat game, which almost succeeds in getting the perfect balance between arcade and simulation. Almost.



PC CD ROM

SHOOTING | BY BLUE BYTE | JULY RELEASE | 1-4 PLAYERS

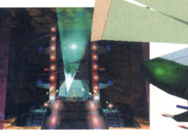
- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY BLUE BYTE TEL 01604 259090

There's not yet been a game which fulfils our desire to be part of Airwolf, but *Extreme Assault* certainly gets very close!

EXTREME ASSAULT

Blue Byte have become well known for their excellent strategy and adventure games with such titles as *Settlers 2* and *Archemedian Dynasty*, but aren't one of the biggest action game producers around. You may be expecting a serious simulation from *Extreme Assault*, but it's very much an arcade-style blaster. Set in the future, your helicopter and tank are both armed with fantastic weapons which make destroying the mysterious alien invaders lots of fun. Let's get out there a whup ET's ass!







EXTREME ASSAULT VEHICLES!

There are two vehicles that you get to use during the six campaigns of *Extreme Assault*. Most of your time is spent in the helicopter, but some of the later missions require you to use the special tank to explore smaller areas.

HELICOPTER

The Sioux AH-23 attack helicopter is a futuristic helicopter armed with some fantastic weaponry. It's also very manoeuvrable and fast, and great fun to fly. You can play from inside the 3D cockpit with the ability to look all around, or from one of many external views.



TANK



The T1 tank isn't like any tank we've ever seen before. For a start, it can move sideways as it hovers instead of running on tracks like the tanks we're used to. The turret can be raised or lowered at any time, and it has all the same weapons as the Sioux AH-23 helicopter.

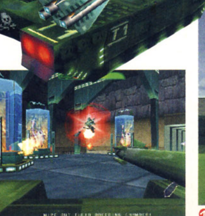


GORGE GRAPHICS!

Extreme Assault's graphics are particularly brilliant, and use lots of fancy effects not often seen in PC games. The developers are especially proud of their PlayStation-style translucent effects and the way that the whole thing looks so good without any accelerator cards. The models of the main vehicles and enemy ships are brilliantly detailed, plus there are some excellent little touches throughout, like the clock tower in the first village having the current time on its face!



This clock tower shows the right time if you've got your PC's internal clock set properly!





Use the T1 tank to infiltrate enemy bases!

CAMPAIGNS FOR NUCLEAR ARMAMENT

Each level starts with a mission briefing shown on the monitor inside your vehicle's cockpit. There are four pilots to choose from at the start of the game, each representing a different difficulty. On Easy level you can only play the first two campaigns, while the top setting lets you go through all six with more difficult enemies than usual. At the start of the game, you are called to clear areas of enemies attacking small villages, but an alien invasion soon becomes clear!



Near the start of the game, you defend small villages from attacking armies.



Before long you're discovering and exploring alien bases deep inside a volcano!



The Fire Flash weapon is really impressive and can destroy most enemies in a single shot. From the outside view it looks amazing!



Problems around a ruined ancient village.



A remote enemy installation in the snowy mountains!



When you get a warning to let you know that a guided missile has been launched, switch to the external view and try to shake it off! Plus it looks really flash!

WELL TOOLED UP!

Your main weapons are the Razor Gun and Laser Cannon. These each have gauges in the top left-hand corner of the screen to show how much ammo they have remaining. The gauges have three sections to them which indicate the power of each weapon, so keeping ammo levels high is very important throughout the game. A Razor Gun with maximum ammo fires multiple shots very quickly, while one low on ammo fires single shots very slowly. That's easy enough to understand.

RAZOR GUN

The Razor Gun is the weapon you're likely to use most often. When fully armed it fires lots of tiny homing shots very quickly, making it excellent for catching moving enemies.

LASER CANNON

The Laser Cannon fires slowly but is more powerful than the Razor Gun. Because of its feeble firing rate, it's best used against fixed targets which can't shoot back.

FIRE FLASH

Although you don't have this until a few campaigns into the game, it's very powerful indeed. Holding the fire button charges the weapon, then it fires lightning bolts straight out the front!











GUIDED MISSILE

The Guided Missiles are fairly common, and very useful against the larger enemies. Once you've got a lock, these will almost always hit their target.

SMART BOMB

The most entertaining weapon by a long way. When you've got a screen full of enemies, firing this will launch a homing missile at each of them at the same time!

THUNDERBOLT

Fires a green shot which can be tricky to aim at times. When they explode, they break into lots of deadly grenades. Best used against stationary targets.

REVIEWER

While *Extreme Assault* looks like it could be a serious helicopter simulation, it's really a long way from being one. Instead it's almost non-stop futuristic action all the way, with plenty of strategy and skill involved. The game looks brilliant when running on a high end PC (there are options to lower the detail and resolution instantly while playing if the frame rate gets a bit low during the game) with excellent effects, detailed items and some spectacular scenery. Flying the helicopter itself takes a bit of practice, but before too long you'll be able to do whatever you want with it, and the same goes for the tank. The missions themselves are excellent, with loads of variety and an entertaining plot which develops as you get further into the game. There's always something to do, with bonus points awarded for finishing levels quickly plus hidden sections containing power-ups for those who take time to search for them. *Extreme Assault* is a fast, fun strategy blast which will be lapped up by PC owners after a bit more action than the usual flight sims. Very good indeed.

ED LOMAS





RATING

Extreme Assault is excellent fun. The missions and storyline are always entertaining, plus the game looks wonderful on a powerful PC!



PC CD ROM	BOMB ACTION	BY KINESOFT
	AUG RELEASE	1-10 PLAYERS

- PRICE £19.99
- NUMEROUS BOMBERMAN ADVENTURES AVAILABLE
- N64 & PLAYSTATION VARIATIONS PLANNED
- STORAGE 1 CD
- RELEASED BY INTERPLAY TEL 01628 423 666

Bomberman is about to unite players from all around the world. As the destructive fun makes its internet debut!



Ahh, Bomberman, Bomberman, how do we love thee, let us count the ways. Over the years the explosive fun has been experienced by so many. Now with his return to the PC, the pyromaniac is about to start a world war. *Atomic Bomberman* allows players from all over the globe to blast each other to smithereens, all from the comfort of their own home. No more being the best B-man among a group of friends. Now you can be Champion of the World! Take on Klaus from Stuttgart, Nicole from Lyon, Riki from Helsinki and many more. Perhaps the UN should referee?

DON'T I KNOW YOU FROM SOMEWHERE?

ATOMIC CLASSIC

"What have they done to the Earth?" cried Michael Jackson. When you see what Kinesoft have done to *Bomberman* you may also feel the need to cry to. *Atomic* features classic and enhanced modes of play. Classic is the regular battle mode, with a standard range of power-ups. Enhanced makes full use of the rendered graphics, by allowing you to see what power-up each bomber is carrying. In both modes Bomberman looks a little 'beefed' up compared to how we've seen him before. Looking taller, plus he seems to be wearing a suit that makes him look like a robot.

It's *Bomberman*, but not as we know it! Cute is out, Robosuits are in. Bah humbug!

10 player! But the stages are too small.

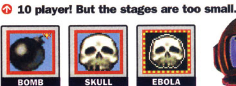
YOU TALKING TO ME?

Bomberman talks! It had to happen sooner or later, and now it has. The B-man is now equipped with verbal put-downs and taunts. These are for the real show-off players, who spend as much time talking as bombing. There is also different dialogue for when B-man is in near-death situations. Such as if he has been trapped by a bomb. Or if he has been detonated he will utter some last words. The voice talent behind Tiny Toons and the voice of Stimpy from Ren & Stimpy provide all the dialogue.



THE KILLER DISEASE

Lots of new power-ups appear through the game, including a hover scooter, armour and super gun. Strangest of the lot is an even more deadly skull than the standard cranium. This time it's called Ebola! This special skull contains an even deadlier curse than before. Whereas the standard skull gives you one ailment, ebola can give up to three! This can sometimes result in controls being reversed, extra slow speed and bomb runs! Talk about deadly!

























REVIEWER

***Bomberman* has always been one of the simplest games in existence, which is where its main appeal lies. It's cute, addictive, no-nonsense fun where game-play is king. *Atomic Bomberman* doesn't seem to realise any of these points, which is why I find it such a mess. Lucky Hudson Soft – for they weren't responsible for this version! The speech is plain annoying, immature and not funny. The graphics don't retain the feel of the original games, plus there's far too much slowdown. There's no one-player game, only a battle mode, and no high-ten mode like the Saturn version. This means if you're having a ten-player battle, the game takes place in a standard sized arena. 'What have they done' has been the general response from all in the office, a genuine chorus of disapproval. For PC owners starved of *B-man* thrills, this still plays alright - but nowhere near great.**

ALEX HUHTALA



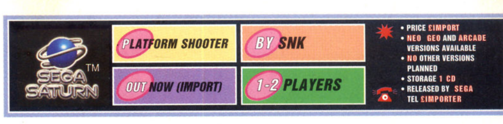
RATING





Attaching the Bomberman name to this game is almost a crime. All that remains is the idea. Saturn Bomberman had all the right improvements, this doesn't. It's that simple.





CVG delves into the import scene to bring you one of the most entertaining titles in recent months. Ladies and Gentlemen, this is *Metal Slug*.



Even though there is a shortage of British Saturn titles at the moment, the import scene is hotting up. With games like *Last Bronx*, *Sonic R* (the *Sonic* racing game), *Resident Evil* and *Sonic Jam* starting to emerge in the Far East, the similar tale of quality not quantity appears to be the motto for Sega. *Metal Slug* may not be one of the big name titles but it is still a classic platform shooter, that represents a return to the sprite-based days. There is no real plot behind this game just some madman who has threatened to blow up the Earth and all that. You can expect loads of over the top weapons, mindless destruction and wanton killing, and that is just the first stage! If only all reminiscing could be as fun as this.



FROM HERE TO KINGDOM COME

One of the most satisfying things about *Metal Slug* are the calibre of weapons you can pick up during the course of the game. They are collected by simply picking up the small lettered icons that are given to you by the hostages you save. Some of the power-ups are also stashed in crates that you need to shoot open.

HOMING MISSILE

The H icon is the most common weapon you'll pick up. You get 200 when you pick up the icon but their rather rapid rate of fire means that you lose them quickly.

FLAME THROWER

Produces a rather amusing death scene in which the recipient waves their arms in agony as they're consumed by the flames. Always worth a laugh in our book!



ROCKETS

These rockets not only pack in a mean punch, but they home in on enemies as well. They are even more effective when used to shoot baddies above or below yourself.



BLAST GUN

The best and funniest weapon of the four, this literally blasts the enemies to pieces once fired, leaving a blood explosion as well. Hold onto them for a long as possible.





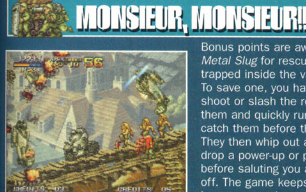
'SCUSE ME, COMING THROUGH!

Every soldier gets a little battle weary from time to time, so the troopers from *MS* have the advantage of being able to jump into the namesake tank of this game, the Metal Slug. This futuristic style tank is the perfect way to mow down any number of ground troops while destroying buildings in the process. The Slug has it's own energy bar at the top of the screen and can take four hits before it blows. Collecting any gas canisters will give you back a quarter of the energy as well. It also has a rotating gun turret on its side that can shoot in any direction, but the disadvantage is that the gun mode is in tandem with the direction you move in. If you drive forwards, the gun rotates to face the direction you're travelling in. The Slug can also be triggered as some sort of megabomb where you jump out and it explodes killing all around. Do this by pressing A, B and C together once you're inside it.



REVIEW

MONSIEUR, MONSIEUR!!



↑ **These three hostages have all been shot free and will wander around until you touch them again, after which time they drop a bonus for you. They can't be shot dead though.**

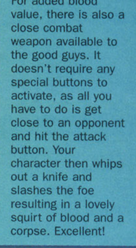
Bonus points are awarding in *Metal Slug* for rescuing the POWs trapped inside the various levels. To save one, you have to first shoot or slash the ropes caging them and quickly run along and catch them before they run away. They then whip out a cape and drop a power-up or points bonus before saluting you and running off. The game keeps a count of how many you've rescued for each stage and gives you bonus points for them at the end. If you lose a life during the level though, all the hostages you've collected up until then will be discarded, and you have to start collecting again!

CUT THAT MUTHA RIGHT THERE!



↑ **One swish of the knife and the foe is spitting blood! Dare you stand in my way!**

For added blood value, there is also a close combat weapon available to the good guys. It doesn't require any special buttons to activate, as all you have to do is get close to an opponent and hit the attack button. Your character then whips out a knife and slashes the foe resulting in a lovely squirt of blood and a corpse. Excellent!













WHAT DO POINTS MAKE?





There are tons of little details in *Metal Slug* that you never end up noticing until the third or fourth time you play it. Shooting the helicopters releases certificates that give you more points. Also, on the second level, once you reach the section where the enemies parachute in from above you, shoot the points-switch on the floor and once the enemies are dead, shoot it back the other way to gain a 5000 bonus. Nothing major, but interesting all the same.

THE ANIMATION GAME



The most impressive thing about *Metal Slug* is the animation. The game will not run unless you have the RAM cartridge, but the effects are very recognisable. There are so many little details – like the crewman jumping a sinking ship holding their noses, while their colleagues desperately try to bail out water – that really add to the feeling of the game. You can see the characters breath on the snow levels, and flies buzz around the dead fish on the first stage. Keep an eye out for these little quirks, as they can be quite amusing.



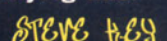






REVIEWER

You can't go wrong with this sort of game. It's non-stop action from start to finish and is one of the few games you actually enjoy simply playing. Sure it is simple in theory and it's far too easy to complete. You can still pick it up and waste half an hour blasting seven bells out of people and feel satisfied at the end of it. The two-player mode is also a really good laugh, with the action tee-tering on the brink of chaotic at times. And it's games like this that show you that just because we've moved into the 32-bit era dominated by polygons, sprite-based games can still work well. As yet, we're still unsure whether this is going to get an official release, but anyone who has access to Japanese machines will have a ball playing this. Top laffs all round!



AND FINALLY..

The last word must go to the pig who turds. Yes, if you successfully manage to shoot one of the shop fronts on the fourth level, you'll see a little pig standing on a ledge. Stand and watch him for a moment and you should see him let out a nice runny dump. Does it get much better than that?



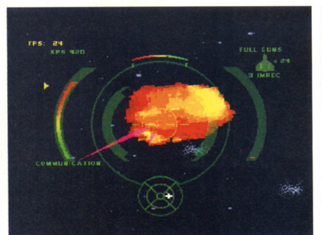


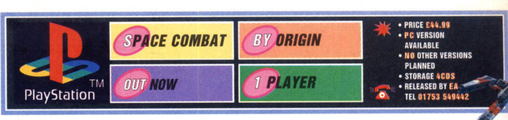


Shock!!! Horror!!! 2D game gets praise in games mag. Metal Slug is blood, action, weapons and pure enjoyment on a CD. Cool.









Never before have such a fine collection of actors been cast together in an epic like this.* Grab your popcorn and get ready for *Wing Commander IV!*

* We don't think.

WING COMMANDER IV

If you think about it with an open mind, you could say that EA's delay in releasing *Wing Commander IV* is a stroke of marketing genius. Compare its launch on PlayStation to the release of the Star Wars Trilogy films, and even *Shadows of the Empire* for N64. All Star Wars related, and *WCIV* has the lead character of the Star Wars Trilogy in the main role! Brilliant! All they need to do is splash the words 'Mark Hamill' all over their ads and *WCIV* will instantly gain attention! Now if only they could add the words "stars in the most fantastic space combat game ever" underneath and everything would be fine and dandy. Sadly that isn't the case...





AIMING HIGH!

Even though *Wing Commander IV* is essentially FMV based, you still have some say in what goes on. And when you climb into the cockpit of the Hellcat, you are thrust headlong into a real time battle. The wealth of controls available may prove confusing to begin with. Most you won't even use, like the smart targeting, or rear view. Really, shoot and accelerate are all you need. To give you an extra helping hand, every enemy has a small target preceding its flight path, showing you exactly where to shoot. Not only that, if you are firing close enough to the point, the lasers home in automatically!



This is actually a shield on the ship. Not that you care.









Doesn't this look fun!





MONKEY ISLAND IT AIN'T!

Considering the amount of FMV in this game, it's probably a wise idea that the programmers added a few plot twists for you. At certain points in the footage you are given a couple of responses or questions to choose from, with the subsequent clips altering depending on your decision. For instance, when you're sitting in the bar at the beginning of the game, two guys come crashing through the door. You are given the choice to get up and sort out the disturbance, or sit there and mind your own business. Ahh decisions, decisions...

REVIEWER

If I wanted to watch a movie on my PlayStation, I'd buy *WCIV*. If I wanted some entertainment to go with that movie, I'd buy a video for a tenner, and spend the rest on a Platinum title. The problem with a game like *WCIV* is that there is hardly any game to speak of. After hours of FMV which, in all fairness, is very entertaining, and finding something I could play, I was overcome by boredom. In-game graphics are ropey, and jerk about all over the place. The space craft are pixelly, and the fiddly controls ruin any short term appeal *WCIV* may have had.

STEVE KEY

I NEVER FORGET A FACE!

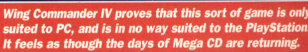
The fact that this game contains quite a few well known actors has been well documented. You all know about Mark "Feel The Force Luke!" Hamill, but what about some of the others. Well, there is Tom "make like a tree and get outta here" Wilson from Back to the Future fame. John Rhys-Davies who gained his star status from Indiana Jones and Malcom "viddy well, little bruvver" McDowell, who you may have seen in such films as Star Trek: Generations and Clockwork Orange. Now you know.

RATING









Wing Commander IV proves that this sort of game is only suited to PC, and is in no way suited to the PlayStation. It feels as though the days of Mega CD are returning.

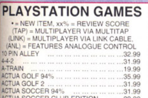
Over 300,000 people have joined Special Reserve. The largest games club in the World.

Established 10 years, Special Reserve is the market leader in mail order home computing with a staff of 80

Special Reserve Live @ http:// special.reserve.co.uk

We also stock items for PC CD, SNES, Gameboy, Megadrive, 3DO, Amiga, and CD32

PLAYSTATION GAMES



• = NEW ITEM, xx% = REVIEW SCORE
(TAP) = MULTIPLAYER VIA MULTITAP
(LINK) = MULTIPLAYER VIA LINK CABLE.
(ANL) = FEATURES ANALOGUE CONTROL

10 PIN ALLEY ...32.99
4-4-2 ...31.99
A-TRAIN ...19.99
ACTUA GOLF 94% ...35.99
ACTUA GOLF 2 ...31.99
ACTUA SOCCER 94% ...31.99
ACTUA SOCCER CLUB EDITION ...29.99
ADIDAS POWER SOCCER INT'L 97 ...35.99
AGENT ARMSTRONG • ...31.99
AIR COMBAT 88% (ANL) ...18.99
ALIEN TRILOGY ...19.99
AREA 51 (PLG) ...32.99
CRUSADER NO REMORSE 80% ...34.99
DARK FORCES ...31.99
DARK STALKERS 88% ...18.99
DEATHTRAP DUNGEON • ...36.99
DESTRUCTION DERBY 93% (ANL, LINK) 18.99
DESTRUCTION DERBY 2 91% (ANL) ...37.99
DIE HARD TRILOGY 93% (PLG) ...36.99
DISRUPTOR 82% ...34.99
DOOM 93% (LINK) ...33.99
DRAGONHEART: FIRE & STEEL ...29.99
DUNGEON KEEPER ...34.99
EXHUMED ...26.99
F1 (EIDOS) • ...36.99
FADE TO BLACK 90% ...17.99
FANTASTIC 4 • ...29.99
FIFA 96 (TAP) ...17.99
LITTLE BIG ADVENTURE ...29.99
MECHWARRIOR 2 90% ...33.99
MICRO MACHINES 3 94% (TAP) ...29.99
MONSTER TRUCKS ...33.99
NAMCO MUSEUM VOLUME 2 ...35.99
NAMCO MUSEUM VOLUME 3 ...30.99
NAMCO TENNIS SMASH COURT (TAP) 24.99
NBA IN THE ZONE 2 92% ...35.99
NBA LIVE 97 (TAP) 90% ...36.99
NEED FOR SPEED 2 ...32.99
NHL 97 (TAP) 90% ...19.99
ONSIDE SOCCER 85% ...21.99
PANDEMONIUM 92% ...28.99
PFA SOCCER MANAGER • ...36.99
SUPER PUZZLE FIGHTER 2 ...26.99
SYNDICATE WARS ...34.99
TEKKEN 95% ...18.99
TEKKEN 2 95% ...39.99
TOMB RAIDER 95% ...36.99
TOMB RAIDER 2 • ...36.99
TOTAL NBA 97 ...32.99
TRASH IT • ...34.99
TRANSPORT TYCOON INCLUDES OFFICIAL MOUSE AND MAT • 42.99
TRANSPORT TYCOON DELUXE ...31.99
TRUE PINBALL 80% (TAP) ...19.99

PRICE OVER-RIDE. We can't be beaten on price by a FULL £2

If our mail order price is too high, or if the product you want is not listed, we'll give you £2 OFF the lowest advertised price in this magazine, subject to stock. Just phone 01279 600204 and tell our staff the price YOU expect to pay. Offer applies to the total price charged inclusive of UK or non-UK products. Offer applies to the total price charged inclusive of UK ... We regret we cannot price over-ride against price errors in our competitors' advertising or non-UK products. Offer applies to the total price charged inclusive of UK carriage and coupon discounts. Special Reserve Shop prices are guaranteed £2 lower than other LOCAL adverts. Price Over-Ride does not apply to 0% finance offers.

WE GUARANTEE YOUR TOTAL SATISFACTION - OR ALL YOUR MONEY BACK

We'll even collect larger items from your door free of charge if you are not satisfied.

ATARI GREATEST HITS ...27.99
BATMAN & ROBIN • ...32.99
BATTLE ARENA TOSHINDEN 89% ...18.99
BATTLE ARENA TOSHINDEN 2 ...29.99
BATTLE ARENA TOSHINDEN 3 • ...34.99
BATTLE STATIONS ...36.99
BLAM! MACHINEHEAD ...23.99
BROKEN SWORD 90% ...35.99
BUST A MOVE 2 90% ...19.99
BUST A MOVE 3 • ...24.99
CARNAGE HEART ...33.99
CHAMPIONSHIP MANAGER ALL STARS • 33.99
CHRONICLES OF THE SWORD ...35.99
CITY OF THE LOST CHILDREN 90% ...36.99
COMMAND & CONQUER 91% ...35.99
CRASH BANDICOOT 92% ...40.99
FIFA 97 (TAP) ...28.99
FIGHTING FORCE • ...36.99
FORMULA 1 94% (ANL, LINK) ...39.99
GUNSHIP 2000 90% ...19.99
HARD BOILED • ...29.99
HERC'S ADVENTURE • ...29.99
HEXEN ...27.99
IMPACT RACING ...24.99
INT'L SUPERSTAR SOCCER DLX 95% 32.99
INT'L SUPERSTAR SOCCER PRO 90% 34.99
INT'L TRACK AND FIELD 85% (TAP) ...35.99
IRON & BLOOD 83% ...24.99
IRON MAN / XO ...28.99
JET RIDER 85% ...30.99
JOHN MADDEN NFL 97 (TAP) 81% ...36.99
JONAH LOMU RUGBY ...34.99
LEGACY OF KAIN 93% ...29.99
PGA 96 ...18.99
PLAYER MANAGER ...33.99
PORSCHE CHALLENGE ...30.99
PREMIER MANAGER 98 ...31.99
QUARTER BACK CLUB 98 • ...32.99
RAGE RACER ...34.99
RAY STORM • ...34.99
RAY TRACERS • ...34.99
REBEL ASSAULT 2 ...34.99
RESIDENT EVIL 95% ...29.99
RIDGE RACER 93% (ANL) ...18.99
RIDGE RACER REV 90% (ANL, LINK) ...37.99
SIM CITY 2000 91% ...35.99
SOUL BLADE ...35.99
SOVIET STRIKE 82% ...27.99
SPIDER ...33.99
STREETFIGHTER ALPHA 2 ...24.99
SUIKODEN ...31.99
SUPER MOTORCROSS ...34.99
TWIN PACKS
- BUBBLE BOBBLE & RAINBOW ISLAND ...25.99
- RIDGE RACER & WORMS ...36.99
TWISTED METAL WORLD TOUR 90% ...35.99
V - RALLY ...38.99
V-TENNIS ...29.99
VANDAL HEARTS ...35.99
VIRTUAL POOL ...34.99
WILLIAMS ARCADE GREATEST 80% ...19.99
WING COMMANDER 4 ...36.99
WING OVER • ...34.99
WIPEOUT 94% (ANL, LINK) ...18.99
WIPEOUT 2097 (ANL, LINK) 93% ...29.99
WORMS 92% ...19.99
X-COM: TERROR FROM THE DEEP ...19.99
X-MEN • ...32.99
XEVIOUS 3D/G • ...34.99

NINTENDO AND SATURN GAMES SEE BELOW

PLAYSTATION + CONTROLLER £121.99

All PlayStations include one controller, RF lead and "Demo 1" CD containing 5 playable demos.

PLAYSTATION + MEMORY CARD ...133.99
PLAYSTATION + SOUL BLADE ...154.99
PLAYSTATION + FORMULA ONE ...159.99
PLAYSTATION + MICRO MACHINES 3 ...162.99
PLAYSTATION "FIRE" PACK ...139.99
Includes memory card and extra Logic 3 controller

0% FINANCE DEALS

PLAYSTATION "BIG DEAL 2" ...239.99
Includes PlayStation with Demo CD, Official controller, Pandemonium, Tomb Raider, Actua Soccer, memory card and extra controller. **0%**

PLAYSTATION "GREATEST DEAL" ...309.99
Includes PlayStation with Demo CD, Official controller, Tekken, Formula 1, Ridge Racer, Die Hard Trilogy, Actua Soccer, memory card, Predator light gun and extra controller. **0%**

0% FINANCE AVAILABLE

10% deposit plus nine equal monthly repayments. APR 0%. Offer subject to status. To apply for 0% finance please place your order by telephone on 01279 600204 or at one of our club shops.

PLAYSTATION CONTROLLERS

OFFICIAL CONTROLLER FOR PLAYSTATION 24.99

SAITEK MEGAPAD 11 JOYPAD ... 14.99
ERGONOMIC HAND GRIP DESIGN, AUTO AND TURBO FIRE

PREDATOR LIGHT GUN 17.99
3 SPEED AUTOFIRE, AUTO RELOAD AND LED DISPLAY LIGHTS. COMPATIBLE WITH GAMES MARKED (PLG)

GAMESTER STEERING WHEEL AND FOOTPEDALS 63.99
ANALOGUE STEERING, BRAKE AND ACCELERATOR. COMPATIBLE WITH GAMES MARKED (ANL)

MAD KATZ STEERING WHEEL AND FOOTPEDALS ...49.99

MEMORY CARDS

FIRE MEMORY CARD ...13.49
15 SAVE SLOTS

HIGH CAPACITY MEMORY CARD ...26.99
120 SAVE GAME SLOTS, 8 TIMES MORE THAN STANDARD MEMORY CARD

SUPER HIGH CAPACITY MEMORY CARD ...34.99
MASSIVE 360 SAVE GAME SLOTS, EQUAL TO 24 STANDARD CARDS

OFFICIAL MEMORY CARD FOR PLAYSTATION ...22.99

OTHER ACCESSORIES

DUST COVER FOR PLAYSTATION ...7.99

LINK CABLE FOR PLAYSTATION ...8.99
CONNECT TWO MACHINES FOR HEAD-TO-HEAD GAMES MARKED (LINK)

SCART LEAD - PLAYSTATION RGB ...9.49
ALLOWS HIGH QUALITY PIXEL PERFECT PICTURE

SONY MULTI-TAP ...27.99
PLUGS INTO CONTROLLER PORT CONNECTION OF UPTO 4 CONTROLLERS

X-TENDER CABLE ...9.99
EXTENDS CONTROLLER CABLE BY 1.5 METRES

WE'VE PUNCHED A HOLE IN N64 PRICES

NINTENDO 64 GAMES

BLAST CORPS ...46.99
BUGGIE BOOGIE ...Please Call
CLIMBER ...Please Call
CRUSIN USA ...Please Call
FIFA SOCCER ...34.99
GOLDENEYE 007 ...Please Call
GOLF ...Please Call
INT'L SUPERSTAR SOCCER 64 97% ...49.99
KILLER INSTINCT GOLD ...46.99
MARIO KART 64 ...51.99
MORTAL KOMBAT TRILOGY 49.99
PILOT WINGS 64 90% ...41.99
SHADOWS OF THE EMPIRE 51.99
STAR FOX 64 ...Please Call
SUPER MARIO 64 100% ...51.99
TETRISPHERE ...Please Call
TUROK 97% ...55.99
WAVE RACE 64 92% ...46.99
YOSHI'S ISLAND ...Please Call

NINTENDO 64 WITH 3D CONTROLLER, £139.99

NINTENDO 64 WITH 3D CONTROLLER AND 256K MEMORY CARTRIDGE ...144.99 ...Save £14
NINTENDO 64 WITH 3D CONTROLLER AND MARIO KART 64 ...187.99 ...Save £21
NINTENDO 64 WITH 3D CONTROLLER AND SUPER MARIO 64 ...187.99 ...Save £21

0% FINANCE DEALS

Nintendo 64 BIG DEAL consists of: £229.99

- NINTENDO 64 CONSOLE & CONTROLLER
- SUPER MARIO 64 • 1MB MEMORY CARD
- EXTRA OFFICIAL NINTENDO 3D CONTROLLER

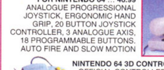
Total price £229.99. £22.99 deposit plus nine further monthly repayments of £23.00. APR 0%. Save £30 on combined RRP. Offer subject to status. Apply for 0% finance on 01279 600204 or at one of our club shops.

Nintendo 64 GREATEST DEAL 2 consists of: £389.99 0% FINANCE AVAILABLE

- NINTENDO 64 CONSOLE & CONTROLLER
- SUPER MARIO 64 • TUROK • WAVE RACE 64
- MARIO KART 64 • 1 MB MEMORY CARD • RF LEAD
- EXTRA OFFICIAL NINTENDO 3D CONTROLLER

0%

NINTENDO 64 EXTRAS



FLIGHT FORCE PRO JOYSTICK FOR NINTENDO 64 ... 46.99
ANALOGUE PROGRESSIONAL JOYSTICK, ERGONOMIC HAND GRIP, 20 BUTTON JOYSTICK CONTROLLER, 3 ANALOGUE AXIS, 18 PROGRAMMABLE BUTTONS. AUTO FIRE AND SLOW MOTION



NINTENDO 64 3D CONTROLLER ...26.99
OFFICIAL CONTROLLER, ANALOGUE AND DIGITAL CONTROL, 6 ACTION BUTTONS, 2 SHOULDER BUTTONS AND TRIGGER CONTROL





SUPER PAD PLUS FOR NINTENDO 64 19.99
5 FIRE BUTTONS, VIEW CONTROL, ANALOGUE JOYSTICK CONTROLLER, AUTO-FIRE AND SLOW MOTION FUNCTIONS. ALSO INCLUDES MEMORY CARD SLOT

SCART LEAD - NINTENDO 64 TO TV ...9.99
PROVIDES PIXEL PERFECT RGB PICTURE ON A SCART TV

256K MEMORY CARD FOR N64 (12 SLOTS) ...9.99
1 MB MEMORY CARD FOR N64 (48 SLOTS) ...17.49
FULL LOAD AND SAVE FUNCTIONS. WORKS WITH ANY NINTENDO 64 GAME THAT INCLUDES SAVE GAME OPTION

HI-FI AUDIO LEAD - NINTENDO 64 ...9.99
CONNECTS VIA PHONO INPUTS

TV LEAD - NINTENDO 64 TO SVHS TV OR VIDEO ...9.99
CONNECTS NINTENDO 64 TO SVHS INPUT ON TV OR VIDEO

PAIR OF EXTENDER CABLES ...13.49
EXTENDS TWO CONTROLLERS BY 1.5 METRES

NINTENDO 64 DELUXE CARRY CASE ...25.99
ALLOWS STORAGE OF CONSOLE, 2 PADS AND 6 CARTS

SEGA SATURN & CONTROLLER £119.99

WITH 2 PLAYABLE DEMO CD'S

SEGA SATURN WITH CONTROLLER AND SEGA RALLY ...134.99 ...Save £45
RF INTERFACE FOR SATURN ...16.99
PREDATOR LIGHT GUN ...17.99

SATURN GAMES

COMMAND & CONQUER 94% ...37.99
DARK SAVIOUR 92% ...33.99
DIE HARD ARCADE 92% ...37.49
DIE HARD TRILOGY 93% (PLG) 26.99
FIGHTERS MEGAMIX ...39.99
HEXEN ...30.99
MANX TT 91% RR3/97 ...37.99
NIGHTS + JOYPAD 96% ...33.99
PANDEMONIUM ...32.99
PANZER DRAGOON 93% ...14.99
ROAD RASH ...18.99
SATURN B/MAN 90% [TAP] ...32.99
SEGA RALLY 97% ...22.99
SHINING THE HOLY ARK 93% ...32.99
SOVIET STRIKE 91% ...26.99
SPACE HULK - VOTBA ...19.99
THEME PARK 92% ...14.99
TOMB RAIDER 95% ...29.99
VIRTUA COP (NO GUN) 96% ...18.99
VIRTUA COP 2 WITH GUN 95% 49.99
VIRTUA FIGHTER 2 98% ...14.99
WORLDWIDE SOCCER 97 94% 19.99

SONY 16" KV-16WS1 NICAM WIDESCREEN TV 399.99

0% FINANCE — SAVE £50

0% finance available. Call 01279 600204 to apply or at one of our huge club shops in Bristol, Chelmsford and Sawbridgeworth.

SPECIAL RESERVE MEMBERSHIP GIVES YOU 10 ISSUES OF THE SPECIAL RESERVE CLUB MAGAZINE

Our 48 page full colour magazine, with news, reviews and thousands of products

AND ALL OF THIS FREE

ONLY FROM Special Reserve Live @ http:// special.reserve.co.uk

Buy any one item from our entire catalogue at the same time as joining for a year (£7.50) or more and we'll give you

A FREE COPY OF EDGE MAGAZINE
The future of interactive entertainment magazine. Worth £3.50, FREE to new members. LIMITED AVAILABILITY



AND

THE SPECIAL RESERVE BOOK OF 1001 CHEATS
Cheats for games on most console and computer platforms.

AND choose one of the fantastic gifts below absolutely free.

- FREE PERSONAL STEREO, HEADPHONES AND CASE
- OR FREE MINI BOY CONSOLE KEYRING 55 GAMES BUILT IN INCLUDING TETRIS STYLE GAME
- OR FREE CD WALLET AND MOUSE MAT 5 DESIGNS TO CHOOSE FROM
- OR FREE FOUR WEDDINGS AND A FUNERAL VIDEO
- OR FREE TOMBSTONE VIDEO
- OR FREE BATMAN RETURNS VIDEO
- OR FREE GUYVER 1 VIDEO
- OR FREE FOOTBALL

ALL OFFERS SUBJECT TO STOCK. OTHER OFFERS ARE AVAILABLE. OVERSEAS MEMBERS PLEASE ADD £2 POSTAGE

Special Reserve Fantasy Formula 1

FREE TO ENTER £23,000 in prizes! A Lotus Elise, 17 PlayStations 17 copies of Formula 1, 17 Gamester Steering Wheels
Play by post, at our Club Shops or live on our web site @
http://special.reserve.co.uk

Special Reserve 01279 600204

Or fax your order on 01279 726842 - We'll fax back to confirm
Open 9.30am to 8pm (Mon-Sat) 10am to 5pm (Sun & Bank Holidays)

We only supply members but you can order as you join

Trial Membership only £1
Trial Members receive one issue of the club magazine. Valid for one order.

Annual Membership (UK) £7.50
ANNUAL MEMBERSHIP FEES UK £7.50 EC £10.00 WORLD £12.00
Members receive ten issues of the colour club magazine per year.
There is no obligation to buy anything.
All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) C & VG
Name & Address ____________

Postcode ________ Phone No ________ Machine ________
Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK £7.50)
item
item
item
item
For OPTIONAL first class post add 50p per item
For OPTIONAL fast delivery on hardware add £3.00
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE ________ SIGNATURE ________ SWITCH (ISSUE NO ____)

Overseas orders must be paid by credit card.
Hardware items (mains) are only supplied to UK addresses.
Overseas surcharge £2.00 per software item or 25% on other items

Cheques payable to **Special Reserve** at **PO Box 847, Harlow, CM21 9PH**

Special Reserve is mainly mail order but we also have

Three impressive Special Reserve Shops

Bristol Avon	Sawbridgeworth, Herts	Chelmsford, Essex
351 Gloucester Rd (A38)	The Maltings, Station Rd	43 Broomfield Rd
1½ miles from the centre	Near the train station	Near the bus station

Some items bought in the shops carry a £1 surcharge on the mail order prices

We GUARANTEE TOTAL SATISFACTION! If you are not entirely satisfied with any product bought from Special Reserve you may return it for a full refund. We will be happy to collect any items costing over £60 from your door free of charge. Inevitably some products listed may not yet be available. Please phone to check availability. Prices may change without prior notification.
SAVE = Saving off full recommended price. Sent to press 19.6.97 Errors & Ommisions Excluded.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9PG


NINTENDO64







MORTAL KOMBAT TRILOGY

The best home *Mortal Kombat* game so far has been *Mortal Kombat Trilogy* on the PlayStation. It carried across all the elements that make the arcade version so enjoyable, but unfortunately the same can't be said for the Nintendo 64 conversion. For a start it loses out on a load of characters – the four bosses, four "classic" character variations, and even regular Sub-Zero are left out. The graphics are also poor, with masses of animation cut out, making the characters jerk about all over the place. The sound is particularly terrible, and the game itself becomes very difficult to play with the standard N64 joypad. I'm sure that the problem here isn't entirely the N64 cartridge's lack of storage space – it's the absence of any kind of effort on the part of the developers. Don't waste your time with this. **ED LOMAS**

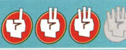
FIGHTING
OUT NOW
BY WILLIAMS
1-2 PLAYERS

- PRICE £59.99
- PLAYSTATION VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791



"Rmmnf wnnsf! Ffnalityf!". The sound in N64 *MKT* really adds to the gloomy atmosphere (lie).


PlayStation



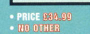

RAY TRACERS

Ray Tracers is truly an arcade-style driving game. You're racing against the clock, trying to catch the enormous enemy vehicles at the end of each level. Along the way there are plenty of other cars which can be bashed into until they explode, giving you loads of points. You car reaches extremely high speeds in only a few seconds, and keeping it under control while dodging obstacles and flying over jumps is excellent fun. The graphics are also brilliant, even though they don't look so hot when still – the lighting and shadow effects are particularly good. The whole game is very reminiscent of old-style arcade games like *Chase HQ*, but unfortunately it finishes far too quickly. The whole game will only take a few goes to complete, and there's not enough replay value to make it worth buying. Fun though *Ray Tracers* is, there's just not enough to it. A real shame. **ED LOMAS**









- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600








A selection of pictures of the first level. A bit longer and the game would be finished.


PlayStation




TRASH-IT

The idea of *Trash-It* is to trash everything, "it" included. Using your weapon (one of over 30 different hammers) you need to destroy the whole level and suck it up into your vacuum cleaner to get through to the next stage. Collecting little creatures called Timmys lets you buy more powerful hammers as you go through the game. The multi-player mode is a race to the end of the level where you need to ring the bell. There are loads of little things to drive you mad, like the way that you can fall all the way back to the start of the level from one single hit, and the way that some of the levels are designed to rely more on luck than skill. The controls are poor, the movement is terrible, the graphics are crap, the "sense of humour" and character designs are horrible and overall it's too darned boring and annoying. In fact, it makes me feel sick just thinking about it. **ED LOMAS**



OUT NOW
BY GT INTERACTIVE


- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171258 3791

Quick! Smash those bricks before the time runs out! Hurry! Um... naaaah... why bother?


PC CD ROM




THE LAST EXPRESS

July 24, 1914 as Robert Cath you make a last minute dash to board the Paris-Constantinople Orient Express. Once on board you learn of the murder of longtime friend Tyler Whitney. Solve the mystery of his murder, and more importantly stay alive. On board are all manner of passengers, each more mysterious than the last. *The Last Express* is a very lavish game and the attention to detail is incredible, creating the illusion of pre-war Europe. The characters are believable and well acted, even speaking their respective languages perfectly. The train itself has been modelled on original blueprints. It's just a shame it all ends too soon. There are multiple endings, and plenty to do once on board, but not much room for error. Complete with a 10 minute "making of" documentary, *The Last Express* is as cinematic a game as you're likely to find. A little short, but a real gem. **ALEX HUHTALA**

ADVENTURE


BY SMOKING CAR PRODUCTIONS
1 PLAYER

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 3 CDS
- PUBLISHED BY BRODERBUND
- TEL 01784 431000



Round up the usual suspects - the cook, the thief, his wife and her lover, the butcher, baker..



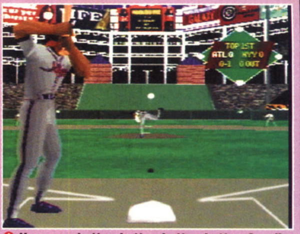

VR BASEBALL '97

As baseball games go *VR* is one of the best on the market. Offering large polygon players, all the real teams, players, and stadiums. The game uses a unique control method, where pitching is implemented by sequences of D-pad and facia buttons. First choose the type of pitch then speed, and lastly swerve. Simple, yet no-one's thought of it before. A large combination of pitches are offered by this method. Multiple camera angles including ball cam, and TV-style coverage are offered, plus the usual home run derbies and batting practice modes. The game goes to town on its realism in the stadiums. All look accurate, plus ambient crowd noise and vendors selling hot dogs and popcorn can be heard in the stands, and the effect is great. If you like baseball, this is good fun. **ALEX HUHTALA**


BASEBALL
OUT NOW
BY VR SPORTS

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERPLAY
- TEL 01628 423666


Heee-eey batter, batter, batter, batter. Sa-wiing batter, sa-wiing batter. Kennedy, Kenneddy...



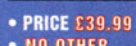
STAR TREK: GENERATIONS

PC CD ROM

This seems a long time coming. It's based on the three year old Trek movie that saw Jean-Luc and James T. united on screen for the first time and follows the plot of the movie almost scene for scene. You play different characters from the Enterprise as they go about their duty to stop the evil Soran. As Riker you must embark on away missions, as Data you aide the Captain in Stellar Cartography. As Picard you must command the ship in battles against Romulans and Klingons. All the cast of the movie have been invited back to participate in the game to provide the voices for their in-game characters. The result is a very polished game. For the Trek fans, there are unique cinematic scenes specially created for the game. As a game of a movie, this is very good, if a bit late. However, it follows the plot of the film quite closely, so is short on real surprises. **ALEX HUHTALA**


TREK ADVENTURE
OUT NOW

BY MICROPOSE


1 PLAYER

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- PUBLISHED BY MICROPOSE
- TEL 01454 893 893






Two captains for the price of one! Plus that silver guy and the one with pizza on his head.






PRO PINBALL: TIMESHOCK

PC CD ROM

The Web was a really great game released early last year to rave reviews. This is the sequel, and is more of the same. You get a new table, which is even better than its predecessors, though unfortunately is still flawed. The table is designed using Silicon Graphics technologies, and is really beautiful to look at. Awesome PCs will let you play the game in some unbelievable resolutions with up to 16 million colours! The table is 3D, with options to view in any conceivable angle. Every bit as good as the Web. Though in the options menu, things get a bit silly. Allowing you to change game settings, scoring and so on is fine, but performing lamp and ramp tests on your virtual table is pushing the simulation aspect too far. How about a sub game where you have to replace cracked glass? A very well designed table, though the ball movement spoils the overall enjoyment. **ALEX HUHTALA**


PINBALL

OUT NOW
BY EMPIRE

1-2 PLAYERS

- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- PS VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EMPIRE
- TEL 0181 343 9143


Shoot the left ramp for millions. Ball held. Tilt, Tilt - warning Will Robinson WARNING!!!







BALLBLAZER CHAMPIONS

An update of one of the best 8-bit games ever. A futuristic cross between football and hockey as two players compete in various large arenas. There's a choice of eight characters and their craft, plus if you do well there is an all-important upgrade shop, with power-ups thrown into the mix. Is it as good as the original? Unfortunately not, though it comes very close. The speed to begin with is too slow, and the views available don't allow you to see your opponent. Gone is the split-screen approach of the original, allowing you to always view your opponent. Instead single-player games are viewed full-screen. Gone too is the scoring system, where longer, more skillful goals were awarded more points. It looks very pretty, with lots of PlayStation effects being used to their full advantage, though the once-classic gameplay is a little too flawed to warrant 'must-have' status. **ALEX HUHTALA**

FUTURE SPORTS
OUT NOW (US) AUTUMN (UK)
BY LUCASARTS/ FACTOR 5
1-2 PLAYERS

- PRICE IMPORT
- 8-BIT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



Not quite a blaze of glory, but those balls sure is hot. Heh, heh I'd like to chomp your balls!

MINI REVIEWS



PLAYERS GUIDE

THE HOUSE OF THE DEAD

AM1'S *House Of The Dead* is undoubtedly the best shooting game ever made! Its high-adrenalin, all-out action makes it totally terrifying. And the gruesome graphics are chilling! However, it also harbours many secrets. Different routes and vital LIFE-UPS. Here we reveal all, complete with official maps from Sega. If you haven't discovered *HotD* yet, maybe this tour of the mansion will quicken your blood!

KEY

BRIDGE	DESCRIBES THE AREA YOU'RE IN.
4	THIS INDICATES A ROUTE JUNCTION.
D	SIGNIFIES A ROUTE LEAVING THE MAP.
G	SIGNIFIES A ROUTE JOINING THE MAP
BOSS	SHOWS YOU WHERE THE BOSS IS!

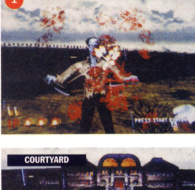
STAGE 1

MANOR GROUNDS

1 JUNCTION 1
On entering the opening courtyard there are two scientists fleeing from attacking zombies. Save the scientists and you proceed more swiftly to the fountain. If either scientist dies you face more zombies.There's no real change in your route, so this junction isn't that important, but you want to save the scientists for more life bonus.

2 JUNCTION 2
Approaching the bridge front of the manor house, there's a zombie carrying a scientist. Kill it before the scientist is thrown over the side of the bridge. The scientist rewards you with a LIFE-UP and you proceed to the main entrance of the manor house. If you fail, you walk down to the WaterWay – the only way to get to the Water Wheel Room (leads to J7).

COMMENT
"If you head to the waterway, shoot the red barrel on the opposite side of the river (next to the zombie) to reveal a LIFE-UP!"





MANOR GROUNDS (map): MANOR HOUSE, WATERWAY, BRIDGE, A, B, 2, FOUNTAIN, COURTYARD, COURTYARD, 1, START

MANOR HOUSE - GROUND FLOOR

3 JUNCTION 3
In the Entrance Hall of the manor house you are attacked by two monkey zombies. Shoot the right monkey and you follow the left monkey upstairs to the first floor (leads to J6). If you shoot the left monkey then you proceed straight ahead through the double doors smashed open by a zombie (leads to J4).

COMMENT ON J3
"If you aren't pushed into the courtyard, going upstairs is the easiest way to get to the BOSS, plus the next scientist you save yields an LIFE-UP. However, the other route is more exciting."

4 JUNCTION 4
Proceeding down the Main Hallway you're stopped by a huge hole in the floor. As you turn around you're attacked by a zombie. If the zombie hits, you're pushed down the hole into the basement (see J7). If you kill the zombie, you go directly into the Cell Room (leads to Central Courtyard).

COMMENT ON J4
"Falling down the hole gives you a longer route to the BOSS with more opportunity to increase your score."

GROUND FLOOR (map): BOSS, STOREROOM, G, H, 5, E, CELL, I, INNER COURTYARD, F, CELL ROOM, HUT, SHED, D, 4, CENTRAL COURTYARD, C, ENTRANCE HALL, 3, B

CELL ROOM
Which ever way you enter this, get ready to shoot the switch on the wall. This frees the scientists within the cell. Now quickly shoot the zombie inside to free a scientist who give you a LIFE-UP.

5 JUNCTION 5
In the Inner Courtyard, the stairs leading up to the first floor are blocked by rubble. Shoot the rubble and it collapses allowing you to go up (leads to J6). If you don't shoot it, you must walk around the courtyard (leads on to storeroom). Going up the stairs is the easier route, as the path round the Inner Courtyard is fairly dangerous.



MANOR HOUSE - FIRST FLOOR

6 JUNCTION 6

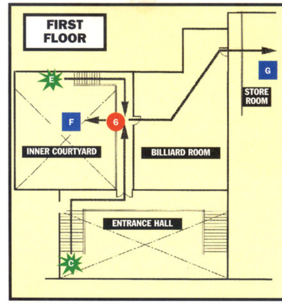
As you go to open the door to the Billiard Room, it's suddenly opened by an attacking zombie. If it hits you, you're pushed over the railing and fall into the Inner Courtyard (leads on Ground Floor). If you kill the zombie, you proceed into the Billiard Room (leads on to BOSS).

COMMENT ON JUNCTION 6

"This is you only way to the Billiard Room so unless you want to suffer damage from falling, kill that zombie. However, going via the Inner Courtyard is more challenging and offers a chance at a higher score."

BILLIARD ROOM

After the first zombie pops out from behind a billiard table, take care! The next character to emerge is a scientist!



STEP 1. Hit that weakspot on his Chariot's chest.
STEP 2. Strip off his flesh when he's exposed!

FIRST BOSS! CHARIOT

LOCATION: Chariot drops down through a glass skylight in one of the larger rooms of the manor house as you're about to rescue Sophie.

WEAK POINT! Chariot is a huge zombie clad in indestructible armour, however there is a hole in the armour over its right breast. Shooting anywhere but here is hopeless. You can tell when you hit because a sickly yellow fluid pours out. It's quite small, but he's slow moving.

ATTACK! Chariot lumbers forward, attempting to get close enough to slash you with his huge battle axe. Only shooting his weak spot slows him. Just keep rapid-firing at it until all his armour flies off. Now start shooting all his flesh off. Start with the legs to stop him running, then hit the arms. Don't waste time shooting at any exposed bone. He soon keels over.

WATERWAY

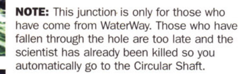
SEWER

WATERWHEEL ROOM

MANOR HOUSE - BASEMENT

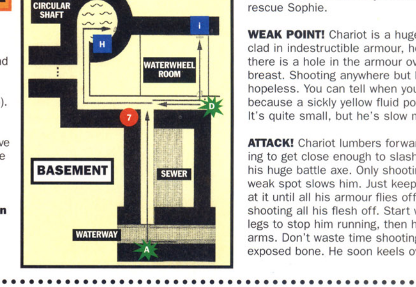
7 JUNCTION 7

Reach the T-junction and you see a scientist being attacked. Rescue him and he points you to the Water Wheel Room (leads on to Cell Room). If he's killed, you go to the Circular Shaft (leads to J5).

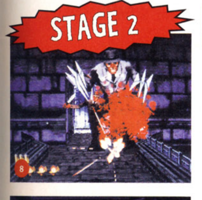


NOTE: This junction is only for those who have come from WaterWay. Those who have fallen through the hole are too late and the scientist has already been killed so you automatically go to the Circular Shaft.

WARNING! Bubbles are a sure sign that at any moment something is going to jump out of the water. In particular look out for the Ebitan-A (slime humans) and Buelu (frogs).



STAGE 2



MANOR HOUSE - SECOND FLOOR

8 JUNCTION 8

On the floor is a trapdoor. Shoot it and you proceed down a chute to the ground floor (leads to the Kitchen). If you ignore the trapdoor you go through the door (leads to J9). Going down the chute certainly gives a more claustrophobic experience of narrow winding corridors, compared to the usual open rooms.



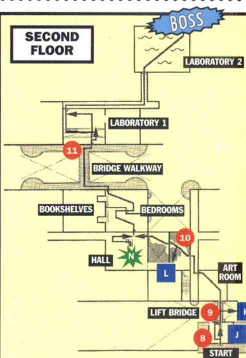
9 JUNCTION 9

As you cross the walkway you can see a control panel on the opposite wall. If you shoot it, the walkway will lower to the first floor (leads to Kitchen). If you ignore it, you proceed to the Art Room. Going down is both the harder and the more interesting route.



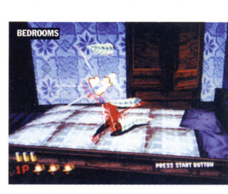
10 JUNCTION 10

As you enter this decaying room, parts of the floor collapse. If you are then hit by a zombie you fall into the Bar below. Kill the zombie and you go to the Hall (where all routes join back up). It's best not to fall down as you both lose life and don't really get to see anything special. If you want to explore downstairs try J8 or J9 instead



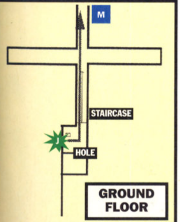
THE BEDROOMS

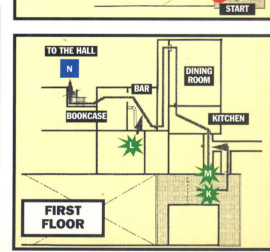
In these maggot-filled quarters, look out for the bookshelves! Shoot the first one open to reveal a scientist who give you a LIFE. The shelves in the second room (next to the aquarium) harbour a zombie!



11 JUNCTION 11

The laboratory is divided into two by a lower room area. If you shoot the control panel, a walkway platform raises allowing you to walk across. If you ignore it, you jump down into the lower room area then come back up the steps.





HOUSE OF THE DEAD PLAYER'S GUIDE!

ARCADE

COMMENT ON J11

There's no basic change in your route, but going straight across walkway does give the opportunity to battle something unusual! Going down gives you more shooting potential and a chance to raise your score, but is harder."

BOSS 2! HANGEDMAN

LOCATION: The Hangedman appears in the air over a large central courtyard while you're walking along an outside walkway on the roof.

WEAK POINT! The entire main body and head is susceptible to damage. You can tell when you hit because he flashes. To compensate for this he's really fast.



ATTACK! The Hangedman is surrounded by an army of zombie bats (26 of them) known as the "Devilon". The devilons fly around Hangedman until ordered to swoop down and attack you in groups of 1,2 or 3. At first it's difficult to see which ones are attacking until they're fairly close. They only attack once each whether you kill them or they hit you. After Hangedman sustains half damage, all the remaining devilons drop from the sky (presumably dead) and he attacks. Hangedman first flies left to right, occasionally swooping in to strike with his claws. Once down to 25% damage he flies off and your character continues along the roof. However, without warning the Hangedman swoops down, knocking your character off the walkway. Before plummeting to his death, your character grabs the end of the roof with one hand and the attack continues. This time Hangedman prefers to soar up high in the sky and dive down at you. After diving it flies across the courtyard, occasionally flying up from directly below as well. Fire even when he's in the distance to win as quickly as possible.



11 ACROSS WALKWAY



11 UNDER WALKWAY

STAGE 3

SECURITY ROOM



CELL

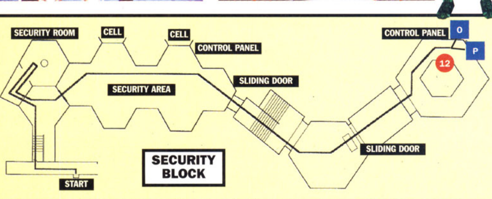
SECURITY ZONE

12 JUNCTION 12

In the final room of this area are two elevators. Shoot the left control panel and you ride in the left elevator (ROUTE 1). Shoot the right control panel and you ride in the right elevator (ROUTE 2).

COMMENT ON JUNCTION 12

"Zombies appear from both elevators before you get in, but if you ride in the left elevator, you are attacked twice on the way down, while the right elevator is safe."



O ROUTE 1

The path leads through a large factory section, with zombies throwing projectiles (axes, barrels, themselves!). Because they are all at a distance, this is the better route for an accurate marksman.

P ROUTE 2

Leads you through a claustrophobically narrow duct. Here the zombies surprise attack close in! This route is recommended only to those with super-fast reactions.

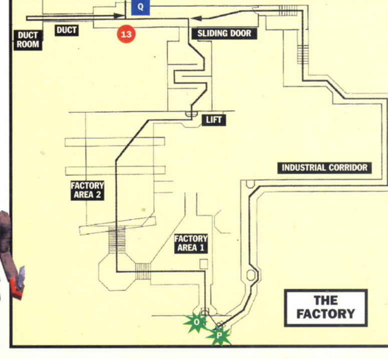
FACTORY ZONE

13 JUNCTION 13

Coming down the corridor you see a scientist being attacked by a zombie. Save the scientist and he gives you a security card to go through the door. If the scientist is killed he falls down the chute into the Duct Room. You then follow him to retrieve the security pass. No real difference in route, but entering the Duct Room is quite fun and increases your score.



BEFORE DUCT



FACTORY AREA 2



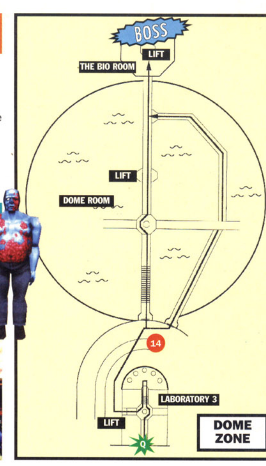
DOME ZONE

14 JUNCTION 3
There are two entrances into the Dome Room. If you shoot the shutter across the left entrance then you proceed through the left entrance. Otherwise you proceed through the right entrance.

COMMENT ON J14

"The left entrance is the easier route and most is also the most interesting. Only go right if you want more of a challenge!"





BOSS 3! HERMIT

LOCATION: In the strangely designed "botanical" room at the end of stage three, you meet Dr.Curian for the first time. As he makes his escape via a secret elevator your pursuit is halted by the Hermit.

WEAK POINT! The head is the only weak area with the armoured body and legs deflecting all bullets. Although its head is a fairly large target Hermit's legs often partially obscure it. You can tell when you hit because blood gushes out and the head flashes.

ATTACK: At first you are at the top of the elevator looking down. This gives you an advantage, because he simply climbs up and down the elevator shaft attacking with his front legs. His head is always bobbing back and forth, so learn to judge the timing of head. After one third damage, he retreats down the elevator shaft which changes from vertical to horizontal about 10-15 metres down. You follow Hermit who recommences his assault. Turning around, he fires web-balls from his backside. The web balls aren't particularly fast, so you do have time to reload. Miss them though and some obscure your vision, shielding Hermit's advance. After two thirds damage, Hermit attacks with his clawed legs. He doesn't retreat so far down the shaft when hit and quickly attacks again. This time he uses his front legs to shield his head while advancing. Rapid fire regardless to end this confrontation quickly.





STAGE 4





FINAL AREA

The final stage features no route changes. It is however, broken into four main blocks. The first, control room, sees you facing Chariot (the first level boss) again. Beat him and you move onto a large cavern wherein awaits Hangedman (the second boss). Beat him and you face a final corridor filled with crackling pillars of electricity. These do you no harm, but zombies do keep popping out. At the end of this, you see Dr Curien who leads you into the final chamber – his secret laboratory!

BOSS
BALCONY
BIO REACTOR
DR CURIEN'S LAB
ELECTRIC PASSAGE
GIANT CAVERN
CLIFF
BOSS 2 HANGEDMAN
CONTROL ROOM
BOSS 1 CHARIOT
START
FINAL AREA

BOSS 4! MAGICIAN

LOCATION: The Magician is released from the Bio-Reactor by Dr. Curian in the final secret laboratory, but escapes and goes outside onto a large balcony.

WEAK POINT! The weak point blueprint says 'unknown', but look carefully and there are several easily recognised "unfinished" body areas that are vulnerable – lower right leg, upper left arm etc. You can tell when you hit because he flashes.

ATTACK! First he flies around shooting energy-balls at you, sometimes only using one hand (for a double energy-ball attack) and sometimes using both hands (for a quadruple energy-ball attack). Use the motion blur to home in on Magician's movement, to damage him before he can shoot his energy-balls. Succeed and he pauses for a while – a great opportunity for more hits. Do sufficient damage and the Magician's blur shadow changes from blue to red and he increases speed slightly. This time he only uses one energy-ball, but instead of shooting it at you, he comes right up close and smacks you with it. He's an easy target, so even if you take damage make him pay for it. After that he returns to the first attack pattern. Once nearing death, the Magician generates a large number of energy-balls, throwing them up and raining them down on you. He's quite far away, but doesn't move around while summoning up the energy-balls, so inflict a lot of damage. When the fireballs come down you need fast accurate shooting to take them all, before they hit.





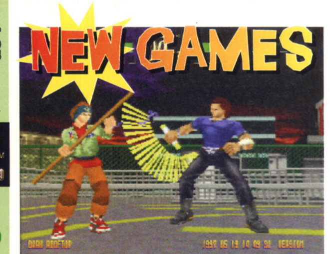




HIGH SCORES!

There are three endings in *HotD*. However the only way to see the true ending is to get 1st ranking (62,000). To help you out, these are the all-important point values.

Each rescued scientist:	+400
Each scientist killed by a monster:	-100
Each scientist killed by you:	-200
Each monster killed:	+80
Each time you shoot a monster's head:	+120
Each time you are hit by a monster:	-100
Each time you collect a medal:	+200
Each time you collect a golden frog:	+1000
Stage 1 Boss:	+1500
Stage 2 Boss:	+1500
Stage 3 Boss:	+1500
Stage 4 Boss:	+2500



75% COMPLETE SEGA SATURN	FIGHTING GAME	BY AM3
	AUG RELEASE	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

Sega's AM departments continue to produce brilliant translations of their best arcade games, and *Last Bronx* is coming on a treat!

LAST BRONX

The Saturn version of *Last Bronx* is coming on very well indeed. Last month we showed you the first version of the game, specially created for the Tokyo Game Show, but now we have a far more complete game. With all the fighters and most gameplay features already there, it may seem that work on Saturn *Last Bronx* is almost over, but AM3 are currently adding loads of new features especially for Saturn owners. This month we take a look at the eight gang leaders taking part in the battle to decide who takes control of the entire city!



The characters are really detailed when close.



STATUS REPORT!



The Saturn conversion has come on a long way since the Tokyo Game Show version featured last issue. All of the main characters are now in the game, all the backgrounds are working, and the motion blur traces have been added to the weapons. There's still a lot of work to be done though – fighter shadows need to be coded, plus AM3 are likely to add lots of new features. Hopefully these will include some more hidden fighters as well as the usual survival, training and team battle modes.



PAINT THE FENCE

While the walls aren't as big as those in *Fighting Vipers*, they are still useful. A simple jump lets you get on top of the wall, and any button will make you jump off with an attacking move. Ring Outs are possible, but not very common as the walls are just the right height to save fighters from most moves.

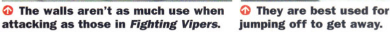


The walls aren't as much use when attacking as those in *Fighting Vipers*.



They are best used for jumping off to get away.

WARNING: MAY CONTAIN TRACES OF WEAPONS



The weapon traces have now been included to the Saturn conversion of *Last Bronx*, and they look excellent! Like *Soul Blade*, when a fighter swings their weapon they leave a visible blur trail behind them, giving an impression of speed and movement. Some of the more impressive moves cause brilliant trace effects!



The traces look super-fabbo!



This looks very painful.



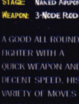


IDENTIFY YOURSELF!

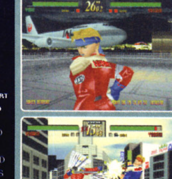
The Tokyo Game Show demo version of *Last Bronx* we showed you last month only featured four of the main characters. This latest version has all eight of them in place, along with the hidden boss – Red Eye! Here's a bit of information about each of the fighters in the tournament.

YUSAKU

SEX: MALE
AGE: 19
HEIGHT: 171 CM
WEIGHT: 66 KG
GANG: NEO SOUL
STAGE: NAKED AIRPORT
WEAPON: 3-NODE ROD



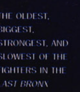
A GOOD ALL ROUND FIGHTER WITH A QUICK WEAPON AND DECENT SPEED. HIS VARIETY OF MOVES MAKES HIM ONE OF THE BEST CHOICES FOR STARTERS.





ZAIMOKU

SEX: MALE
AGE: 26
HEIGHT: 183 CM
WEIGHT: 102 KG
GANG: KATSUSHIKA DUMPSTERS
STAGE: NIGHTMARE ISLAND
WEAPON: MALLET



THE OLDEST, BIGGEST, STRONGEST, AND SLOWEST OF THE FIGHTERS IN THE *LAST BRONX* TOURNAMENT.





LISA

SEX: FEMALE
AGE: 17
HEIGHT: 159 CM
WEIGHT: 45 KG
GANG: ORCHIDS
STAGE: MOONLIGHT GARDEN
WEAPON: TWIN STICKS

A VERY QUICK YOUNG FIGHTER WITH LOTS OF HIGH SPEED COMBOS USING HER TWO WEAPONS. HER JUMP ATTACKS ARE GOOD FOR COMBOS.





JOE

SEX: MALE
AGE: 23
HEIGHT: 179 CM
WEIGHT: 76 KG
GANG: SHINJUKU MAD
STAGE: DARK ROOFTOP
WEAPON: NUNCHUKAS

JOE IS VERY GOOD AT QUICK DASHING COMBOS WITH HIS NUNCHUKAS, BUT HAS A SLIGHT DELAY AFTER CERTAIN MOVES WHILE HE SHOWS OFF HIS SKILLS.





NAGI

SEX: FEMALE
AGE: 23
HEIGHT: 167.5 CM
WEIGHT: 52 KG
GANG: DOGMA
STAGE: TEARS BRIDGE
WEAPON: SAI

ANOTHER FAST FIGHTER, NAGI USES HER SAIS IN LOTS OF CLOSE RANGE MOVES. TROUBLE IS, SHE WEARS SOME REALLY NASTY 80S CLOTHES.





KUROSAWA

SEX: MALE
AGE: 25
HEIGHT: 177.5 CM
WEIGHT: 71 KG
GANG: ROPPONGI BEAST SOCIETY
STAGE: RADICAL PARKING LOT
WEAPON: WOODEN PLANK

WEARING A GROOVY SUIT AND BANDANA COMBINATION, KUROSAWA USES HIS WEAPON LIKE A BASEBALL BAT!



TOMMY

SEX: MALE
AGE: 18
HEIGHT: 165.5 CM
WEIGHT: 54 KG
GANG: HELTERSKELTER
STAGE: CROSS STREET
WEAPON: POLE

HIS POLE GIVES HIM A LONG REACH, BUT TOMMY'S NOT AS POWERFUL AS SOME OF THE OTHER CHARACTERS, MAINLY DUE TO HIS SIZE.

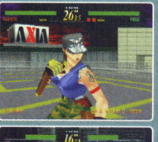




YOKO

SEX: FEMALE
AGE: 20
HEIGHT: 163.5 CM
WEIGHT: 49 KG
GANG: G-TROOPS
STAGE: LOST SUBWAY
WEAPON: TONGFERS

DRESSED IN HER COMBAT GEAR, YOKO IS ONE OF THE BEST FIGHTERS FOR FLOATING COMBINATION ATTACKS AND DAMAGING THROWS.





RED EYE

SEX: MALE
AGE: UNKNOWN
HEIGHT: UNKNOWN
WEIGHT: UNKNOWN
GANG: UNKNOWN
STAGE: UNKNOWN
WEAPON: TONGFERS

HE'S THE FINAL BOSS IN THE ARCADE BUT THERE'S A SECRET WAY TO PLAY AS HIM. RED EYE LOOKS VERY STRANGE, AND FIGHTS A LOT LIKE YOKO, ONLY MUCH FASTER.





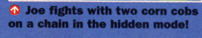
SPOONS AT TEN PACES

As fans of arcade *Last Bronx* will know, there's an excellent – if pointless – cheat which changes all of the fighters' weapons. Well, it's already in the Saturn conversion! It transforms the weapons into strange household objects, making the game completely surreal! For example, Tommy's fighting pole is turned into a broom, Yoko's Tongfers are turned into umbrellas, and Kurosawa's wooden sword becomes a giant fan!



Here's the terrifying Zaimoku beating Tommy with a giant fish!





Joe fights with two corn cobs on a chain in the hidden mode!



Nagi doesn't look quite so deadly with giant kitchen utensils!



PLEASE HOLD FOR MORE LAST BRONX

We won't be able to review a finished version of *Last Bronx* for a while, but we'll keep you updated on any developments on the way.





3D PLATFORM	BY KONAMI
AUG RELEASE (JP)	1 PLAYER

- NO OTHER VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 128 MEG CART
- RELEASED BY KONAMI TEL N/A

One to take note of, if only because Konami reckon it will scorch the dungarees off Mario's back! Whatever happens, *Goemon 64* pushes N64 to the limits in a giant 128 Meg Cart!

GOEMAN

Inside the gaming underworld Goemon has celebrity status. It's a similar situation to the popularity of Bruce Lee versus Jackie Chan – one is so well known your Grandma is in on it, the other is a legend with experts. Sort of. Also, like Mario, Goemon is something of a mascot for Konami, and has starred in their games since the late 1980's. The Goemon format has remained relatively unchanged in this time – platform action, crossed with puzzle-solving exploration. Using the N64's solid 3D technology, and drawing on their unique pool of creative talent, Konami aim to surpass everything achieved by *Mario 64*. Alrighty!









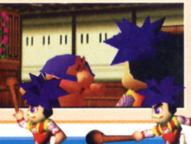




WHO IS THIS SUPER HERO?

Just to remind the experts, and inform the rest of you, Goemon – the guy in red – is described as a Japanese 17th Century Robin Hood. Only he got caught. The authorities boiled Goemon in oil, inside a pot which since became known as the Goemon Pot. This is according to Konami's UK office, by the way. Goemon's closest friend is Ebisu Maru, origin unknown, who is the hero's comedy sidekick. Players may switch between Goemon and Ebisu to overcome different sections of the game – press a button and the two exchange places in a puff of smoke.







TREASURE HUNTER GOEMON

Compared to *Mario 64*, the action in the dungeon areas are far more intense. Goemon or Ebisu are constantly bothered by enemies while they attempt to find keys, flip switches, and generally avoid getting lost. Enemies explode when they are hit, similar to *Mario 64*, and usually leave behind an item – money, or food. Also scattered around the dungeons are boxes containing similar items.





Aside from being a powerful weapon, Goemon's yo-yo can be used to latch onto boxes and drag himself at speed across floors.





TOTALLY IN YER FACE!



Woah! The 3D battle sections are amazing in *Goemon 64*. Just like the technique pioneered in the Super NES versions, the action is viewed from inside the cockpit of a giant Goemon robot. Opponents are similar sized robots, who launch a fantastic array of attacks. Players are required to master blocking and punching with the robot's arms, and punishing blows with the extendible pipe weapon.





Now the boss characters appear in terrifying detail! This guy has looks that kill!



Slap to the face! This Kabuki-style mech has the power to knock you for six!



Bizarre weapons such as these umbrellas are pretty common in Goemon games!

LOOKING FOR CLUES

The storyline is carried along by conversation in the villages. Goemon visits many locations during the course of this adventure, learning of how extra-terrestrials are terrorising the land. In between stories of woe, Goemon and his pal Ebisu can visit shops to stock up on food, and buy protective clothing. They need these to survive in the 'dungeon' areas.



Care must be taken when crossing this lava pool.



He can swim, but not dive.











ITSA ME, GOEMON!

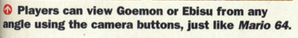


Control in *Goemon 64* is very similar to *Mario 64*. The characters Goemon and Ebisu move around at a speed dictated by the position of the 3D stick. Push lightly to walk, a little more to jog, and full tilt to run. Just like Mario these guys can swim, though in the version we played they couldn't dive under the water. Instead of punching and kicking Goemon uses a pipe to thwack his enemy, and Ebisu uses a mallet. Both characters can crawl to slip beneath obstacles. For long range attacks the guys dig into their pockets for cash retrieved from defeated enemies.









Players can view Goemon or Ebisu from any angle using the camera buttons, just like *Mario 64*.



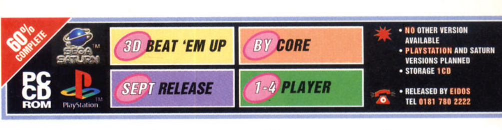


Changing facial expressions are a new feature Konami have introduced to their 3D characters.

TOO BIG FOR EUROPE SHOCK

Due to *Goemon 64* being presented on a massive 128 Meg cart, it's unlikely that Konami will consider releasing the game in Europe. It would cost too much (£100+). Add to that the problem of translating the Japanese text, and fans just don't have a hope. Kind of a low note to end the feature with. Try not to hate us for it. Hey, we could have kept this game a secret y'know!





The legacy of the scrolling beat 'em up incarnate. *Fighting Force* drags the age old formula banging and crashing into the '90s.

We're not about to go shouting the house down for *Fighting Force*, after all this is a scrolling beat 'em up. And how many of these have we seen in the last decade! But this game is cool. In fact we're surprised countless other software houses haven't tried the same thing – bringing one of the most popular game styles up to date, with more bone-crunching realism than ever before. Only Sega's *Die Hard Arcade* comes close. Spring-boarding off every idea which made the classic *Streets Of Rage* and *Final Fight* games so successful, *Fighting Force* incorporates the popular 3D angle to great effect.



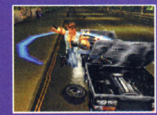
I SMASHA YOUR FACE

Case you're one of the few people who doesn't know what a scrolling beat 'em up is, here's how *Fighting Force* works. In the main game, one or two players lead a street-fighting crimebuster in an assault on some big-city thugs. Your arena is the city streets. All fighting moves are pretty simple to perform: one button to attack, another to jump, with a third to trigger a special attack. Nowhere near as complex as *Tekken* or *Virtua Fighter*! The fun here is all gained from trashing as many crooks as possible, in a few imaginative ways.

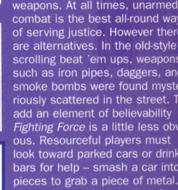
STICKS AND STONES AND BITS OFF CARS











Our lesson in tradition continues with a resume of improvised weapons. At all times, unarmed combat is the best all-round way of serving justice. However there are alternatives. In the old-style scrolling beat 'em ups, weapons such as iron pipes, daggers, and smoke bombs were found mysteriously scattered in the street. To add an element of believability *Fighting Force* is a little less obvious. Resourceful players must look toward parked cars or drinks bars for help – smash a car into pieces to grab a piece of metal. Kick a bunch of drinks over for a broken bottle. It's a cool idea.

FOUR AGAINST ONE IS FUN

Though we are assured it exists, we must confess to seeing nothing as yet of the promised four-player rumble mode. This has been explained to us as an every man/woman for him/herself scenario, in an enclosed arena with no CPU controlled characters to get in the way. Guess the last person standing will be classed the winner. Who knows. Look forward to finding out though! And, by the way, you'll need a multi-tap to take part.







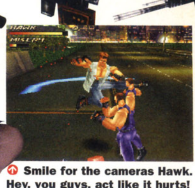






THE (FAIRLY) FANTASTIC FOUR

Four characters, each with their own fighting style, give players opportunity to defeat the syndicate in style. The choice evens out with two hefty blokes, and a couple of hard-as-nails 'grrrls'.

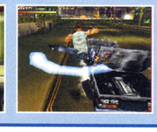


Smile for the cameras Hawk. Hey, you guys, act like it hurts!

HAWK MANSON



The all-rounder who most beginners choose to play. Average speed. Standard moves.





MACE DANIELS









Lightweight, but fairly powerful. She has a fairly orthodox martial arts style, and cool hair.

BEN 'SMASHER' JACKSON

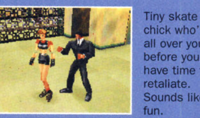
He's a heavy guy, so is slow to move. One punch from him and you're flat as Ed's feet.



ALANA MCKENDRICK







Tiny skate chick who's all over you before you have time to retaliate. Sounds like fun.









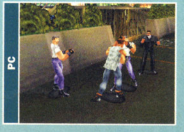




IDENTITY PARADE



We've seen all the versions of *Fighting Force* running side by side. Only the PC version benefiting from a 3D accelerator card stood out as visually superior – the textures are cleaner, and the definition is sharper. Otherwise the Saturn, PlayStation, and standard PC set-up look EXACTLY the same as each other. It's great to see a major software publisher working so hard to keep everyone happy.



PC



PLAYSTATION

HIT IT!



You can trash pretty much anything in *Fighting Force*, and the variety of stages introduce some great opportunities. LIKE the yellow cabs driving through Core's best representation of New York. Due to the fact that *Fighting Force* is real time 3D, the yellow cabs can be 'tampered with' – you can stop the traffic and kick them in! During the lift routine, which used to be so predictable in the 16-bit forerunners, everything is livened up by the chance of crashing thugs through the windows.



Hawk turns on an unsuspecting pick-up truck.





Now he's taking it out on a wall panel. He needs help.





FIGHTING THE WORLD

This long-awaited tribute to a classic gaming era is on course for an Autumn release. Expect loads of hype, to include red hot, real-life incarnations of Alana and Mace, to happen soon. Don't be too surprised if Eidos manage to make this bigger than the original *Tomb Raider*.

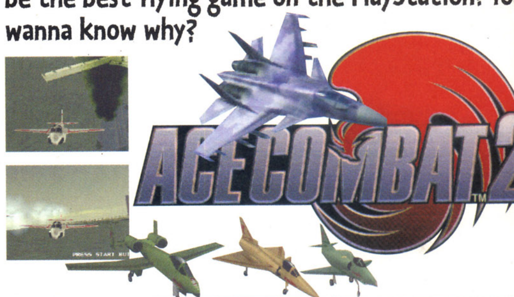




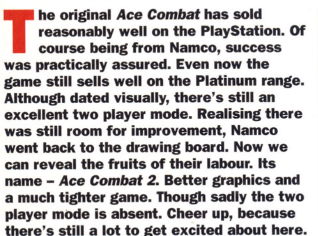
AIR COMBAT	BY NAMCO	• IMPORT AND PREQUEL AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1CD
OUT NOW (IMPORT)	1 PLAYER	• RELEASED BY SONY TEL 0171 447 1600

100% COMPLETE — PlayStation

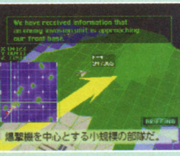
It's from Namco. It uses the new analogue controller. It's a vastly improved sequel. It could be the best flying game on the PlayStation! You wanna know why?

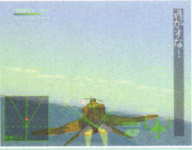


The original *Ace Combat* has sold reasonably well on the PlayStation. Of course being from Namco, success was practically assured. Even now the game still sells well on the Platinum range. Although dated visually, there's still an excellent two player mode. Realising there was still room for improvement, Namco went back to the drawing board. Now we can reveal the fruits of their labour. Its name – *Ace Combat 2*. Better graphics and a much tighter game. Though sadly the two player mode is absent. Cheer up, because there's still a lot to get excited about here.



FLY ME TO THE DANGER ZONE

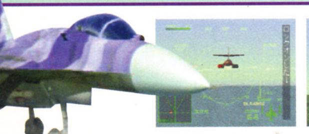




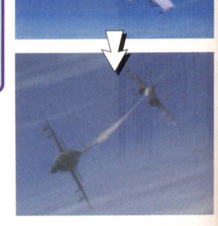




Ace Combat 2 is a mission based game. Quite large it is too, because there's 30 missions in total to complete. The mission structure is non-linear. Meaning at the end of certain missions, you will have a choice between two candidates of where to go next. At the end of mission 16 Power Play, your choice will lead to two separate sub campaigns - operation Alphaville or operation Bellissima. Each mission also has lots of variety. The first missions will get you used to combat. Here you will be encountering bombers and slow fighters. Later tanks, anti-aircraft guns, warships, and helicopters all make an appearance. Targets are not always machines either. Take out oil fields and a variety of buildings. The designers have really gone to town as every type of enemy you could think of has been included.







Another amazing Namco intro movie. Here your plane takes off from an aircraft carrier and engages the enemy. Cue missiles, explosions etc.

THEY'RE WITH ME – BACK UP!

Certain missions are considered too difficult for just the lone pilot. Unless you really fancy yourself as Top Gun. For these missions you will have the option to pay a wingman to go to the party with you. John Hervard or Kei Nagase, also known as Slash and Edge respectively, are the two potential candidates. Once you've chosen your wingman, you need to give them instructions for the mission. Get them to cover your tail, attack enemy aircraft, attack ground base targets and so on. Of course this makes the mission easier, but upon completion you've got to pay your partner some hard-earned dollars.









YOU ARE THE WIND BENEATH MY WINGS

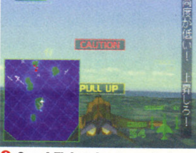
Before the start of each new mission you are offered the chance to buy or sell aircraft. This works in a similar way to *Rage Racer*. For each target you destroy during a mission, you receive more money. Accumulate enough money to purchase new and improved aircraft. In total there are 24 different planes too add to your collection. You start the game with the A-4 and F-4. Two basic craft but enough to get you through the first couple of levels. Before you know it, you''re in possession of an A-10 Tank buster and F-117A Stealth Bomber. We won't spoil the rest for you, though there's some very sexy craft later on.







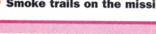
Take out the enemy base!



Oops! Flying dangerously low.



Smoke trails on the missile.



A-10 Good all-rounder.

YOU LOOK KIND OF FAMILIAR

Namco fans should of course have guessed that Kei is related to *Rage Racer*'s Reiko Nagase. In case your interested by these things, Kei is Reiko's younger sister. Her birthday being 31st March 1977. Her hobbies include playing Tekken 3.

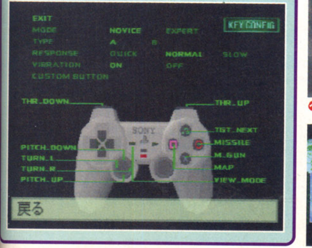
Kei is younger and less experienced than 'Slash' but she's also cheaper and far prettier!

PITCH YAW YAW PITCH

As you should all be aware *Ace Combat 2* is one of the first games to make use of Sony's new analogue controller. Though the use of the pad is limited, it does make control a lot easier. The left A-pad is used to control turning and your pitch – simply left, right, up and down. Thrust is obtained using the shoulder buttons, while the circle and cross symbols control weapons. The analogue method is much more effective than a regular pad as you are able to twist and turn your plane far easier. On the subject of the pad, we must congratulate Sony for convincing developers to support the peripheral. It seems nearly every other game in development uses analogue control!

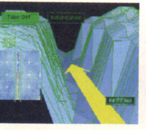


The new analogue pad gives awesome precision. Without it turning is slow. With it you become a lethal ace pilot. BULLSEYE!

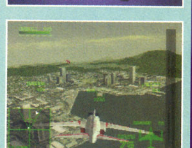




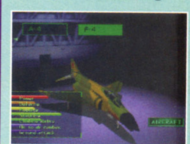
Deep in the ravine and a chance to show off!







A-6 ground attack king!





F-4 Very good stability!

CAN ANYBODY FLY A PLANE?

Namco games are dead certs for release in the UK. Be prepared to experience some more *Ace Combat* in a few months time.

NEW GAMES

An especially hot New Games for you this issue. We managed to catch a few of the biggest titles appearing at E3 just before the magazine went to press. If you're a die-hard gamer, we reckon Summer is going to empty your savings account!





THE CURSE OF MONKEY ISLAND

One of the most exciting PC games currently in development is the third in the incredible *Monkey Island* series.
We've now got a playable version of *The Curse Of Monkey Island* and are pleased to say that it seems to be on track to being yet another classic! The graphics are far, far better than before with brilliantly drawn and animated characters and backgrounds. All the characters talk now (Guybrush has an American accent rather than the "oo-ar" pirate voice we were hoping for) and there's also a new point-and-click system. Instead of picking verbs and items to create sentences, there's a Full Throttle-style icon with hand, eyes and mouth symbols which can be used with different items, making it simpler to play. This is likely to be one of the games of the year.







80% COMPLETE | PC CD ROM | LEGEND | BY ID SOFTWARE | SEPT RELEASE | 1-32 PLAYERS



QUAKE 2

Quake 2 looks like it's coming on very well indeed, and id Software have released yet more screenshots.
The enemies are all cyborgs and have more interesting animation than before. One of the enemies shown here has an arm weapon which spins open to reveal the cannon inside! The animation is overall more detailed, some people say for the better (making the characters move more like those in *Turok*) while some feel that it makes them look worse. There is now coloured dynamic lighting, which looks far better than before. One detail we're a bit worried about is that id might put in a "use" button which must be pressed to open doors and activate switches (like *Doom*) which could slow the action down slightly. Either way *Quake 2* is looking brilliant, and we're sure that id won't let us down!





RESIDENT EVIL

If there is any game that could turn around the current sales for the Saturn, *Resident Evil* could well be it.
Finally, we have seen an 80% complete version and the good news is that it is looking awesome! Everything that was in the PlayStation is here, and extras too! Although they aren't new monsters, the Hunters in the Underground tunnel section have new skins and blades on their hands and you have to face two Tyrants at the end of the game. When you die, the zombies actually bend down and eat your neck instead of just leaving you. To be added to the finished version are a battle mode, which will take place inside 15 or so new rooms, and you have to run through all killing as much as possible in the shortest time. New monsters will also be included in this mode, as well as new costumes and new weapons. More gore next month!

60% COMPLETE | PlayStation | SEGA SATURN | FIGHTING | BY CAPCOM | NOV RELEASE | 1-2 PLAYERS

MARVEL SUPERHEROES





It's been in development for a long time now, but we've finally been fortunate enough to play both the Saturn and PlayStation conversions.
As you can see from the screenshots, both versions of *Marvel Superheroes* are looking very close to the arcade original already. Currently, both are running considerably slower than the arcade with the Saturn being slightly ahead in terms of speed. The characters are surprisingly big considering the amount of detail on them, and the animation isn't anywhere near as bad as we'd expected. The Saturn version has more animation frames and more background detail when using the RAM cartridge. All the moves and characters are being included in both versions, and we're expecting them both to be excellent!

100% COMPLETE | PC CD ROM | CORRIDOR | BY 3D REALMS | AUG RELEASE | 1-8 PLAYERS

SHADOW WARRIOR

It's managed to creep out as shareware without too much fuss, but Shadow Warrior is to *Duke Nukem 3D* what *Heretic* was to *Doom*!
You play as Lo Wang, a hardcore kung-fu fighter who basically goes round beating everyone up. You start off being able to use your fists (they move so fast that they go into a blur!), a Katana sword and throwing stars (you can collect them from dead bodies and walls once you've thrown them!). You can also use big rocket launchers, multiple uzis ("Be proud Mr Woo!" he says as he collects the second handgun) and other non-ninja weapons. The level design is brilliantly detailed, as was *Duke Nukem 3D*'s and the action is non-stop entertainment. The shareware version is available for downloading from http://www.3drealms.com, and we highly recommend you do so.





WIPEOUT 2097

Another Sony to Sega conversion, this time *WipEout 2097*. Early versions indicate that the futuristic racer is coming along very nicely indeed.
Speed wise *WO 2097* more than matches up to the PS version, and all of the tracks and ships are included. Unfortunately none of the big name DJ's work on the music in this version, but it has paved the way for Psygnosis' in house band Cold Storage who have provided the sounds. The graphics aren't as polished as on the PlayStation, but at thirty fps who's complaining! Could be one of the strongest Saturn titles of the year.



70% COMPLETE | PlayStation | PC CD ROM | PLATFORM GAME | BY DISNEY INTERACTIVE | SUMMER 97 RELEASE | 1 PLAYER

HERCULES

To coincide with the release of Disney's animated feature film of the same name, *Hercules* comes to PlayStation and PC.
The programmers have worked closely with the films producers to ensure that the game looks like the film, and follows the same theme. *Hercules* the game uses a 3D engine that is primarily a side scrolling game, though it also gives players the choice to move inside and out of the environment, in a *Guardian Heroes* style. There are also some *Crash Bandicoot*-esque stages, with Hercules running into the screen, avoiding oncoming enemies.



60% COMPLETE | PlayStation | PC CD ROM | SEGA SATURN | ICE HOCKEY | BY GREMLIN | CHRISTMAS RELEASE | 1-4 PLAYERS

ACTUA HOCKEY

The Actua Sports division of Gremlin is hard at work on *Actua Ice Hockey*, their first attempt at this particular area of sport.
The game utilises the same True 3 engine as *Actua Tennis* and *Actua Soccer 2*, and also benefits from having all of the players motion captured. The Sheffield Steelers, winners of the British championship were called in for this and they are also providing help with the technical side to make sure the game plays true to life. All the major international teams will be included (and England), as well as a celebrity commentator. Who is as yet, unknown. Aside from *Powerplay Hockey*, the consoles are crying out for a decent Ice Hockey game, so hopefully *Actua* will provide that.





100% COMPLETE | PlayStation | ADVENTURE | BY TAKARA | OUT NOW | 1 PLAYER

DEEP SEA ADVENTURE

Out now in Japan, Deep Sea Adventure is an interesting game worth knowing about.
You control a submarine and explore the underwater world for ancient treasures while battling giant sea monsters. Switching between 3D underwater action and 2D land based adventure, *Deep Sea Adventure* has both puzzles to be solved as well as action a-plenty. Being able to upgrade your sub is great fun and allows you explore to even more dangerous and exciting underwater areas. Although it's slow to start, persist to the end and you'll be rewarded with imaginative adventures against challenging enemies.



An unusual but cool game!





75% COMPLETE | PlayStation | PC CD ROM | GOTHIC FIGHTING | BY KALISTO | SEPT RELEASE | 1 PLAYER

NIGHTMARE CREATURES

Kalisto, the developers behind this game, may not be a household name yet but you'll be hearing a lot more from them in the months to come.
Nightmare Creatures is a kind of cross between *Resident Evil* and *Bushido Blade*, but is set in the dark, dreary streets of Victorian London. You have the choice of two characters whose task is to chase the members of a strange cult known as the Brotherhood of Hecate. They caused London to become overrun by hordes of monsters, and it's your job to get rid of them. The graphics are excellent in the game and the eerie atmosphere that is created is superb. Everything down to the misty night around the Docks, to the chilling silences and wind howling in the cemetery. The game is pretty gory too, which should satisfy the blood hounds out there. Nightmare Creatures is due for release around September.





75% COMPLETE | PlayStation | PC CD ROM | FOOTBALL SIM | BY GREMLIN | 31ST OCT RELEASE | 1-4 PLAYERS



ACTUA SOCCER 2

The footy season is only a month away, so expect a clutch of titles to be revealed between now and then.
One of the first is Gremlin's *Actua Soccer 2*. The entire game has been revamped for the sequel as it now houses a new graphics engine, has all 92 clubs from the English leagues with complete team rosters (and real player names), and the real stadiums. You can create your own competitions for you and your mates to play through, and a training ground provides you with time to brush up on the skills. It all sounds good on paper and we're hoping it'll be just as good on disc.



50% COMPLETE | PlayStation | FIGHTING | BY LUCASARTS | LATE AUTUMN RELEASE | 1-2 PLAYERS



STAR WARS: MASTERS OF TERAS KASI

It had to happen sooner or later, a 3D fighting game set in the Star Wars universe. All your favourite characters reunited for some one-on-one beat 'em up action.
Centre of the action is Arden Lyn, a mysterious new addition to the universe. She is master of Teräs Käsi – the Jedi martial art (!). Arden is ordered by Vader to organise a fighting contest, recruiting the most feared champions of the Galactic Empire whose sole purpose is to defeat the Rebel Alliance. Nine characters are initially available – Luke Skywalker, Han Solo, Princess Leia, Chewbacca, Boba Fett, Roar a Tusken Raider, Thok the Gamorrean, Darth Vader and of course Arden Lyn herself. Each has individual 'power moves' performed once the 'Force Power' bar is at the required level. The game also uses a dual combat system, where players can battle using weapons or hand-to-hand. This control method changes for the different modes. Characters all have 'catch phrases', which will be heard during battles, and each fight is set in a different location of the Star Wars galaxy. More from E3 next issue.





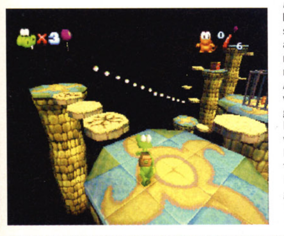


65% COMPLETE | PlayStation | SEGA SATURN | PLATFORM | WINTER RELEASE | BY ARGONAUT/ EA | 1 PLAYER

CROC

Croc is the latest in a long line of colourful animals hoping for video game immortality.

Here the star of the game is Croc, a green crocodile who waddles through the large 3D levels in search of his animal friends no-doubt. These have been animal-napped by some evil person. Part *Crash Bandicoot* and *Super Mario 64*, *Croc* even has Lara Croft's rucksack. Croc has appeared from nowhere, yet is definitely going places. Already picking up fans who are warming to his gameplay and charm, he's an all-rounder, with the ability to swim, hit enemies with his tail, and climb. An impressive looking game engine which promises tricky gameplay to match.



40% COMPLETE | PlayStation | FIGHTING | WINTER RELEASE | BY ACCLAIM | 1-2 PLAYERS

BATMAN & ROBIN

Based on this summers disappointing new Batman movie, the game hopes to offer a lot more depth and excitement.

Set in a 3D environment, the game allows you to play as either Batman, Robin or Batgirl. Basically a scrolling beat 'em up, each character comes complete with special moves, and unique attributes. Along the way expect some simple puzzle solving, and driving stages featuring the Batmobile. Each stage sees you ridding the streets of Gotham of crime, ever nearing this year's baddies – Bane, Poison Ivy and Mr Freeze. Although the gameplay is not a great leap away from Batman games of old, Acclaim are hoping the 3D twist will make something special.

40% COMPLETE | SEGA SATURN | RACING | OCTOBER RELEASE | BY AM3 | 1-2 PLAYERS

SEGA TOURING CAR

From the guys who brought you Manx TT SuperBike and Sega Rally Championship, Sega Touring Car Championship was presented in a 40% complete form at the E3.

With the highly respected CS Team who produced the ace *Virtual On* conversion at the helm, Sega have no worries about this particular coin-op translation. Already the handling of the cars and the sense of fierce car duelling are fully in place, although the graphics lack some of the resolution and fluidity of the coin-op. With the original coders at AM Annex personally supervising the conversion work, this should be cool!





THE LOST WORLD: JURASSIC PARK

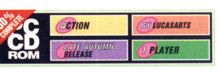
This isn't normally the place we cover coin-ops, but with *The Lost World* build-up reaching fever pitch, we had to mention this new coin-op from Sega.

If there's one form of gaming technology capable of living up to the movie's visuals it's the Model 3 board used here. With AM3 behind the project, it looks very promising. Similar to Sega's original *Jurassic Park* coin-op, it's a sit down cabinet. But, unlike the *Rail Chase* one used before, you are this time put in a *JP* jeep armed with the *Virtua Cop* gun. All the classic traits of a shooting game are here, only this time you face terrifying 3D raptors, dilophosaurs, pachycephalosaurs, giant alligators, compys, and those massive T-Rexs.

The graphics look amazingly authentic and Sega have yet to let us down with a gun game.









STAR WARS: SHADOWS OF THE EMPIRE

A 3D accelerated PC version of the Nintendo 64 game. The PC version will contain the same levels, but could prove to be a benchmark for 3D cards.

Set between Empire and Jedi, players take on the role of Dash Rendar, who joins the Rebels in an attempt to rescue Han Solo from Boba Fett. The original was great but not perfect, though the snow speeder levels are still amazing. Can we expect LucasArts to perform some minor surgery to improve this version? This time we definitely expect speech!



40% COMPLETE | NINTENDO 64 | ACTION | DECEMBER RELEASE | BY RARE | 1-2 PLAYERS



BANJO KAZOOIE

Billed as a free-roaming adventure ie *Mario 64*, with different puzzles and all-new characters.

Banjo is a "honey-bear" who carries a backpack, inside of which is Kazooie, a "Red Crested Breegull". Whatever trick Banjo can't handle, Kazooie is likely to solve. Between them they have 24 different abilities, among them Banjo can forward roll and swipe with his claws, Kazooie fires eggs, helps the team fly, and manages back-flips. Like Mario. There are 16 levels (worlds), which you can expect to look beautiful. The textures are richer than *Mario 64*, and the scenery is more complex. But this really is like *Mario 64*. Ah well, should still be nice.



40% COMPLETE | NINTENDO 64 | RACING | BY AM3 | OCTOBER RELEASE | 1-2 PLAYER

CONKER'S QUEST

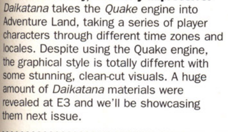


Another *Mario 64* game, this time being published by Rare, but still distributed by Nintendo. A "3D Action-Adventure", distinguishable because of what Rare like to describe as its emotional content (?). Take out Mario/Banjo-Kazooie and insert squirrel. Add a rich library of ambient sound effects, all of which change according to where Conker (the squirrel!) is standing – bees humming, birds twittering, waterfalls waterfalling, etc. The key feature of Conker is that the main character, plus his helpful friend Berri the chipmunk, are supposedly conscious of their surroundings. Their facial expressions change according to conditions. This element will help players solve puzzles. Like Diddy and Donkey Kong, or Banjo and Kazooie for that matter, Conker and Berri work together as a team. Four worlds, 100 house-warming presents to locate, and conker nuts to fire at enemies. Plus Rare introduce vehicles to the mix. Pretty. Obvious.



30% COMPLETE | PC CD ROM | CORRIDOR | BY ION STORM | OCTOBER RELEASE | 1-2 PLAYERS

DAIKATANA



The debut title from ex-id meister John Romero was revealed for the first time at the E3 and from what we saw it looked seriously, seriously impressive. *Daikatana* takes the *Quake* engine into Adventure Land, taking a series of player characters through different time zones and locales. Despite using the Quake engine, the graphical style is totally different with some stunning, clean-cut visuals. A huge amount of *Daikatana* materials were revealed at E3 and we'll be showcasing them next issue.



30% COMPLETE | PlayStation | PC CD ROM | NINTENDO 64 | PLATFORM | BY VIS INTERACTIVE | WINTER RELEASE | 1 PLAYER

EARTHWORM JIM 3D



Abandoned by Shiny, Jim has finally found new parents in the form of Scottish company VIS. As with most platformers, Jim is now in 3D. The game revolves around Jim taking a nasty knock to the head. Now he must face his inner demons to win back his sanity. This set-up allows Jim 3D's designers to run riot with the level designs. The 3D world offers Jim a large degree of freedom. Psycrow and Bob the Goldfish return for the adventure. Plus lots of new characters along for the ride. The game seems to retain the series level of humour, plus memorable characters and tough puzzles. We hope VIS do Jim proud when the game arrives early next year.





It's life Jim, but not as you know it. This time you've got it in 3D!

70% COMPLETE | NINTENDO 64 | SHOOTING | BY RARE | OCTOBER RELEASE | 1 PLAYER

GOLDENEYE

Nintendo's best game. One of the best at E3 some say. Very impressive 3D visuals, with an almost photo-realistic look about them.

Goldeneye is a strategic 3D shoot'em up, which benefits from the uniqueness of each weapon available to 007. Coolest seen so far is the sniper rifle, which can zoom in on a distant target to pick off limbs. Rare haven't held back on the blood either - machine gun somebody down and they get ketchup all over their shirts. Each level is presented as a separate mission, of which there are 18. Cool Bond gadgets include a wristwatch which can detonate bombs from a good distance. Use the 3D stick to aim and the Z Trigger to fire. All weapon selection is handled by the A/B buttons. With *Goldeneye* Nintendo have a good chance of targeting an older age group. It's very cool. And doesn't involve fields and trees and waterfalls and keys. Very cool! Brilliant!



30% COMPLETE | NINTENDO 64 | RACING | BY NINTENDO | RELEASE TBA | 1-4 PLAYERS



F-ZERO

Next to no info at E3, but a video demo showed the original line-up of cars hovering at speed over this simple circuit.



Nothing remarkable at the moment, except for the loop which takes the cars upside down and back on themselves. Bear in mind that this is still very early. *F-Zero* is promised to run at a slick 60 fps when it's complete – hard to tell off the video. All we want is for Nintendo to make cool advancements with the gameplay, same as the original did for 16-bit racers.



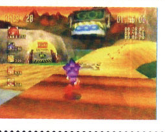
20% COMPLETE | SEGA SATURN | RACING | BY TRAVELLER'S TALES/SONIC TEAM | NOV RELEASE | 1-2 PLAYERS



SONIC R

A nice idea so far struggling to hold together. Sonic is joined by Robotnik, Tails, Knuckles, and others to race around 3D landscapes taken from the Sonic universe.

Rings are collected to access areas through doors with corresponding numbers. So far *Sonic R*'s appearance is far from the splendour of *NiGHTS* – Sonic Team's previous masterpiece – which is depressing. The control is basic too, which we expect to be changed a great deal since this demo is so early. It's Sonic. He's back, and all that. But Sonic Team have a lot of work to do here, and we wish them luck.





60% COMPLETE | PlayStation | 3D PLATFORM SHOOTER | BY SONY INTERACTIVE STUDIOS US | OCT RELEASE | 1 PLAYER

BLASTO

***Blasto* apparently pushes the PlayStation to previously unknown limits. For many people at E3 these advancements weren't so incredulous.**

The dynamically lit characters didn't look any more impressive than in *Crash*. Unfortunately the 'fully interactive' music was lost in the roar of the show. Blasto has free reign to run around blasting Pear Troopers in whichever direction players choose, which is cool. Plus he's agile, and loaded with humorous animation. Phil Hartman, who voices Troy McClure in the Simpsons, is down to provide Blasto's wise cracks.



Think you're prepared for The Lost World just because you've seen one T-Rex come to life in Jurassic Park? You ain't.

Paul here. I've been to see Lost World, y'know. And Tom hasn't. The best part is that he's gonna have to read this before he sees the film. It's so tempting to spoil everything. But I wouldn't do that.

I FEEL LIKE CHICKEN TONIGHT. CHICKEN TONIGHT.! CLUCK! CLUCK!

Here at CVG we reckon the original Jurassic Park movie has some of the most terrifying moments in cinema history. The visual effects are so convincing, you'd swear those dinosaurs were occupying the same breathing space as the actors. In this sequel there is hardly time or room to breathe as it seems the big screen is overrun with screaming dinos from start to finish!

The plot is nice and simple: John Hammond, founder of InGen technology, has deployed a small team to bring back photographic evidence of dinosaurs in their natural habitat. This being the breeding ground from whence the main attractions in Jurassic Park did come. Included in this team is Dr Ian Malcolm's (Jeff Goldblum) girlfriend. Naturally Dr Malcolm isn't patting Hammond on the back for his wise choice of personnel, and wastes no time getting to the island himself. All part of Hammond's screwy plan. A rescue mission then? Well, not exactly.

Another, much larger, party of visitors to the new island comprises of professional hunters, hired by an ambitious (but stupid) member of the InGen board. It transpires that John Hammond's original plan for Jurassic Park was an enclosed reserve in mainland America – San Diego. Oh. My. God.

You could have a pretty good guess at what happens next. But there's no way you could visualise the retina-busting magnificence of a dinosaur stampede pursued by hunting vehicles. Or fake the adrenalin rush created by not one, but TWO T-Rex's prowling the dense forest. Think two raptors are scary. There's a whole field full of them in the sequel!!!

Go and lose your head to the Lost World! You'll want to scream, if only because special effects should never have been allowed to get so convincing!

A BREATHTAKING STEGOSAURUS SCENE! JUST A FEW OF THE NEW DINOSAURS PACKING ITHIS MIND-BLOWING SEQUEL!






ELECTRONIC ARTS™
Explosive Action - At Light Speed.
darklight
CONFLICT
Action-packed outer-space dogfighting with the most advanced lighting effects on 32-bit.
PC CD
PlayStation and Sega Saturn versions available soon.
For more info. call 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.
© 1997 Rage Software Ltd. The Rage Software logo is a trademark of Rage Software. Darklight Conflict, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved. SEGA and SEGA Saturn are trademarks of Sega Enterprises Ltd. and PlayStation are trademarks of Sony Entertainment Inc.
RAGE
SOFTWARE PLC



August 1997

FREEPLAY

Issue 16

INSIDE *HOUSE OF THE DEAD*! COULD THE ZOMBIES BE HEADING HOME?

With *House Of The Dead* currently topping arcade charts and sending everyone ghoul-gunning crazy, any suggestion of a Saturn version would be hot news indeed! Well, Sega's new top boys AM1 recently talked about the development of their smash-hit gun game and revealed a number of interesting facts, both about the arcade game and their thoughts on a home conversion!

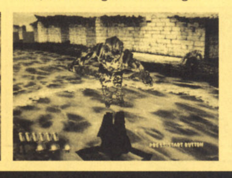
Although there has been no definite confirmation of a Saturn version yet, it's clear the developers have already put their mind to one, as they revealed some possible new features they'd like to see in it. These include a deeper plot and more secrets to discover! With home-players expecting more backstory from their games, the Saturn version would explain many of the mysteries from the arcade version. And to add value to the plot, the routes you choose would actually dictate how the game's story unfolded!

The ability to take different routes through the mansion is one of the features that makes the *House Of The Dead* coin-op so brilliant. With the Saturn version, AM1 intend on expanding that feature further. The junctions in the arcade game only have two routes, however there could be three or four available on Saturn. And while the arcade version only allows you to take a single fixed route through each room, the SS conversion would have multiple paths. On top of this, all-new junctions would be added to later stages of the game. And there may even be more stages too, together with monsters that didn't make it into the arcade version!

Aside from talk of a Saturn version, AM1 also gave some insight into the arcade version that may interest fans. For example, there are actually three different endings to the game, dependant on your final score. To get the true ending you need to get a 1st ranking, with a score of over 60,000!

From a development point of view, pre-production names for the game included 'Zombie' and 'The Deadly Dead'. And, while the general consensus is that *HotD* was based on *Resident Evil*, the reality is that AM1 started development way back in 1995, before Capcom's Survival Horror game was released!

Finally, comes talk of the gun. It always been thought that AM1 used the classic Virtua Gun because it gave a stronger link to a Saturn conversion. In truth though, they wanted to make a far more realistic gun for the coin-op, believing the *Cop* gun too childish. However, the obvious legal restrictions (people thinking it was real) dashed this idea. So, with our authentic *House Of The Dead* guns already in the home, we need only wait for the game...





THE RED-HOT RUMOURS DEPT. BURNING UP!

The latest words from the streets of Videogame city. Are they true or just air. You decide!

• *Resident Evil: The Director's Cut* is set for release in the US. This PlayStation collector's pack features three versions of the game – the original Japanese version with all its uncut gore, the American version which has been sold out since March, and an all-new mystery tweaked version (the actual director's cut!). Also included will be a demo of the hugely-awaited *Resident Evil 2*. All for $40.

• Latest word is *Zelda 64* is pencilled for release early next year. As is 64DD, next March, at the retail price of 10,000 yen ($90 US approx). Currently, games scheduled for the release day are *Mother 3*, *Sim City*, *Mario Paint 64* and *Pocket Monster 64*.

• Shigeru Miyamoto has said *F-Zero 64* will be at the Japanese Shoshinka show in November.

• *Quake* on PlayStation has been canned – supposedly no-one has been able to get a decent version of the game engine running.

• The next Sonic game IS a racing game. However, it's not a Sonic Kart affair. Called *Sonic R*, it features Sonic and pals using different transportation methods – Amy drives a cart, Sonic runs, Mighty the Armadillo also runs, Tails flies etc. After the Sonicworld front-end of *Sonic Jam*, we expect it uses the same engine. So perhaps it's like *Armadillo Racers*. Sega Europe had 16 copies that they've taken to E3!

• *Vampire Savior* is coming to N64. Activision have beaten Sony to the US rights to release *Nightmare Creatures* – the promising *Resident Evil/ Bushido Blade* style game.

• Sega's new 64-bit console (now definitely not called Black Belt), which Lockhead Martin reckon will match Model 2, is set to have built-in on-line capabilities.

• Hasbro are bringing out *Star Wars Monopoly* on PC and PlayStation.

• *Pilotwings 2* is coming out in mid-98. Unknown whether it's cart or 64DD.

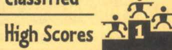
READERS MOST WANTED CHART

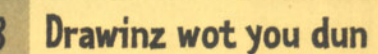
Topping your wish list by a huge majority this month is *Zelda 64*. But you've got a long time to wait for it.

1	ZELDA 64	N64
2	FFVII	UK PLAYSTATION
3	VF3	SATURN
4	TEKKEN 3	PLAYSTATION
5	SONIC	SATURN
6	RESIDENT EVIL 2	PLAYSTATION
7	QUAKE	SATURN, N64
8	64 DD	NINTENDO 64
9	ISS 64	NINTENDO 64
10	STARFOX 64	NINTENDO 64

Just missing the final count were *Time Crisis* on PlayStation on N64 and *Street Fighter 3* on N64. Among your other suggestions were: working for CVG (naturally), *Speedball 64*, *Mario 64 2*, a PlayStation on-line add-on, *Soul Blade 2* on PS, *FIFA '98* (why?), *Yoshi vs Streetfighter* (oh haha) and *Worms 64* (not even remotely funny). Keep sending them in with all your mail. You know the score otherwise.

Contents





computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**SOUL BLADE**	**PLAYSTATION**	**SONY**
2	2	X-WING Vs TIE FIGHTER	PC CD-ROM	VIRGIN
3	4	DARK FORCES	PLAYSTATION	VIRGIN
4	3	REBEL ASSAULT 2	PLAYSTATION	VIRGIN
5	5	PORSCHE CHALLENGE	PLAYSTATION	SONY
6	7	SUPER MARIO 64	NINTENDO 64	NINTENDO
7	NE	EA CRICKET '97	PC CD-ROM	EA
8	6	WAVE RACE 64	NINTENDO 64	NINTENDO
9	9	FORMULA 1	PLAYSTATION	SONY
10	11	TOMB RAIDER	PLAYSTATION	EIDOS
11	8	NEED FOR SPEED 2	PLAYSTATION	EA
12	10	ACTUA SOCCER CLUB EDITION	PLAYSTATION	GREMLIN
13	RE	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS
14	19	THEME HOSPITAL	PC CD-ROM	EA
15	NE	FORMULA 1	PC CD-ROM	PSYGNOSIS
16	RE	C&C: RED ALERT	PC CD-ROM	VIRGIN
17	13	VR POOL	PLAYSTATION	INTERPLAY
18	12	SHADOWS OF THE EMPIRE	NINTENDO 64	NINTENDO
19	NE	YODA STORIES	PC CD-ROM	VIRGIN
20	RE	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS

JAPANESE MULTI-FORMAT SALES TOP 10

1	**POCKET MONSTER**	**GAME BOY**
2	V BASEBALL	PLAYSTATION
3	IQ: INTELLIGENT CUBE	PLAYSTATION
4	TOBAL 2	PLAYSTATION
5	STARFOX 64	NINTENDO 64
6	GROOVE ON FIGHT	SATURN
7	PARAPPA THE RAPPA	PLAYSTATION
8	PALOR! PRO	PLAYSTATION
9	GAL GAME	SATURN
10	FINAL FANTASY VII	PLAYSTATION

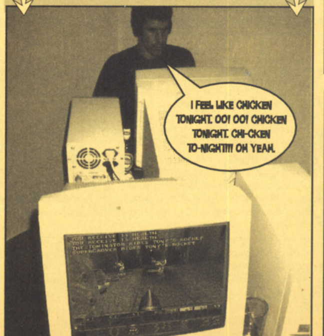
AMERICAN MULTI-FORMAT SALES TOP 10

1	**NEED FOR SPEED 2**	**PLAYSTATION**
2	MARIO KART 64	NINTENDO 64
3	TUROK	NINTENDO 64
4	WCW VS THE WORLD	PLAYSTATION
5	WAVE RACE 64	NINTENDO 64
6	NBA SHOOT '97	PLAYSTATION
7	SOUL BLADE	PLAYSTATION
8	RUSH HOUR	PSYGNOSIS
9	SHADOWS OF THE EMPIRE	NINTENDO 64
10	CRUISIN' USA	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**QUAKE**	**PC CD-ROM**
2	V-RALLY	PLAYSTATION
3	RAGE RACER	PLAYSTATION
4	HOUSE OF THE DEAD	ARCADE
5	TOBAL 2	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	SHINING IN THE HOLY ARK	SEGA
3	SATURN BOMBERMAN	SEGA
4	MICRO MACHINES V3	CODEMASTERS
5	PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1	LAST BRONX	SEGA
2	SONIC JAM	SEGA
3	METAL SLUG	SNK
4	WILLY WOMBAT	SEGA
5	THUNDERFORCE V	SEGA

PLAYSTATION U.K. TOP 5

1	V-RALLY	OCEAN
2	GRAND THEFT AUTO	BMG
3	CASTLEVANIA	KONAMI
4	VIPER	OCEAN
5	Z	SONY

PLAYSTATION IMPORT TOP 5

1	TIME CRISIS	NAMCO
2	COOL BOARDERS 2	EUP
3	TOBAL 2	SQUARESOFT
4	ACE COMBAT 2	NAMCO
5	RUNABOUT	CLIMAX

PC TOP 5

1	DUNGEON KEEPER	EA
2	SOCCER NATION	SUNSOFT
3	RESIDENT EVIL	VIRGIN
4	EXTREME ASSAULT	BLUE BYTE
5	WIPEOUT 2097	PSYGNOSIS

NINTENDO 64 TOP 5

1	ISS 64	KONAMI
2	MARIO KART 64	THE GAMES
3	BLAST CORPS	THE GAMES
4	KILLER INSTINCT GOLD	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	GO GO TROUBLE MAKERS	TREASURE
2	STARFOX 64	NINTENDO
3	WILD CHOPPERS	NINTENDO

16 BIT TOP 3

1	SHINING FORCE 2	MEGADRIVE
2	GUNSTAR HEROES	MEGADRIVE
3	ZELDA: LINK TO THE PAST	SUPERNES

ARCADE TOP 5

1	VAMPIRE SAVIOUR	CAPCOM
2	HOUSE OF THE DEAD	AM1
3	DEAD OR ALIVE	TECMO
4	STREET FIGHTER 3	CAPCOM
5	TEKKEN 3	NAMCO

CVG'S TOP 14 FAVOURITE WORDS OF THE MONTH

- CHEDDAR (ED)
- JAR (PAUL)
- PEACE (JASON)
- ALOHA! (ALEX)
- DODECAHEDRON (STEVE)
- SPOOK (TOM)
- CUPBOARD (JAIME)
- MANGLE (ED)
- BIKE (PAUL)
- BEERS (JASON)
- CONUNDRUM (ALEX)
- PLINTH (STEVE)
- McGRUB-UP (TOM)
- TINKLE (JAIME)

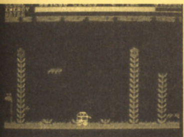
VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Mad meat lobbing pigs, mutant flesh eating chickens and a look back to classic gardening sims are all part of this month's retro offerings.

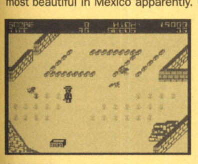
Gardening games just aren't that well catered for anymore – I mean in the good old days we were spoilt for choice (*HOVER BOVVER, WORM WHOMPER, JCB DIGGER* spring to mind immediately) yet I can't think of one decent lawn mowing or plant growing sim to have appeared for years! Here's a couple of titles you may recollect from the genre that time forgot.

GET OFF MY GARDEN on the C64 by Interceptor software. The hero is a little robot whose purpose in life is to water a garden. The robot moves under a running tap and then trundles off to each of six plants causing them to bloom very much like the speccy title *PSSST!* from ULTIMATE. What I like about this and other early C64 games are the bizarre and unlifelike attacking creatures from the 64 waves such as chess pieces, chickens that explode into drumsticks, witches on broomsticks and glimmering LP records. What's also evident in this piece of software is the in-game sniping that used to go on in the early days with continual references to Jeff Minter such as the first attack wave sprites being cribbed from *REVENGE* and being called 'Remains of the Mutant Camels'. It's a shame cos Minter's games wazzed all over Interceptors efforts.



Hardcore hosepipe action from *GET OFF MY GARDEN*.

The love of *PEDRO'S* (the name of the game) life is his garden, the most beautiful in Mexico apparently. Unfortunately all the animals for miles around have suddenly acquired a taste for *PEDRO'S* plants and have broken into the garden to eat them. Oh, and a local tramp has suddenly decided to try and steal all of our unlucky gardener's seeds! (with a plot like that I'm surprised they never licensed the film rights!). In the garden there is a supply of compost that fills gaps in the fence to keep the animals at bay for a while but this isn't *PEDRO'S* only means of eradicating the marauding creatures - his main weapon is his ability to jump up and down to scare everything away. And that's it really! Quite pathetic really but the sort of game I love collecting for its hilarious 'cackability' value.



***PEDRO* scaring an ant away.**

The hardest part of deciding which old coin-op to buy is remembering whether the game was any good or not. So throughout the next few months I'll be highlighting some of the lesser known arcade hits that are worth snapping up next time you're passing your local arcade graveyard. (P.C.B.'s are still quite easy to get hold of relatively cheaply – so persevere).

POOYAN by Stern was released in 1982 and has stood the test of time surprisingly well. In fact, I would easily rate it up there amongst the *MR.DO*s and *AMIDAR*s though it's certainly less well known. You control mama pig whose job it is to protect her little *POOYANS* (little pigs I guess) from the nasty wolves. On the first screen mama pig is levered up and down the right hand side of the screen by Buuyans (more pigs) and she has to fire arrows to pop the wolves balloons as they float down the screen bombarding her with rocks. Occasionally you get given a hunk of meat that can be lobbed to wipe out an entire screen of wolves if judged correctly. Beware! If the wolves make it to the bottom of the screen they'll climb up behind our porky heroine and gobble her up.

Level two is similar except this time the wolves float up the screen on different coloured balloons and take more hits before they burst. If the wolves reach the top of the screen they start pushing a huge rock that eventually squashes the pigs. Complete this screen and it's onto a neat bonus screen were the hunk of meat has to be skillfully lobbed to take out the maximum number of meanies. Then it's back to a slightly tougher screen one with a bit of bonus fruit collection thrown in for good measure!

I love it! From the lovely attract screens and cute tinkling jingles to the uncomplicated but skillful gameplay, *POOYAN* would grace any retrogamer's collection. It was also released on the Atari and Commodore 64 computers around the same time, so look out for those as well.

***POOYAN*. A long forgotten arcade gem.**

WILL THE REAL MATTHEW SMITH PLEASE STEP FORWARD

Whatever happened to Matthew Smith author of the classic and most fondly remembered spectrum hits of all time *MANIC MINER* and *JET SET WILLY*? In the early eighties he was one of the new breed of bedroom programmer turned software superstars, until that is, he decided to disappear! Now most people have their own theory of what happened to Matthew and we can't ignore the obvious fact that he may just have got peed off with games and is quite happy not being rediscovered. But below are the most common theories for his disappearance.

1. He was a two hit wonder and could never reignite the original spark that led to the speccy's most famous platformers.
2. **He gave up programming and is currently selling vacuum cleaners door to door somewhere is Manchester.**
3. He got sick of his fame and travelled to Tibet, never to be heard of again.
4. **He recently went on TALK RADIO on a slot that asked people who used to be famous to come forward and tell everyone what they were up to. Unfortunately no one on the show had ever heard of his speccy masterpieces and politely shooed him off the air.**
5. He's still working on the proper sequel to JET SET WILLY and hasn't quite finished it yet!

Another interesting point in this whole mystery is the fact that RETROGAMER'S Keith Ainsworth recently found a mocked up cassette inlay for "*ATTACK OF THE MUTANT FLESH EATING CHICKENS FROM MARS*" in an old charity shop near Liverpool amongst a pile of old BUG-BYTE games. Now this WAS supposed to be Matthew's new game and the ad did run in an old copy of CRASH magazine but the product never surfaced. Needless to say the tape was not in the box (unlucky Keith).



So, there you have it. If anyone can shed any light on the whereabouts of Mr.Smith please let me know, otherwise Matthew will remain one of the great computer game mysteries of all time.

RETRODROID'S INTERNET HEAVEN!

Alex Ward spills the beans on this months cool retro sites.

ATARI

On the train the other day, I passed the old Atari HQ offices, with a big TO LET sale on the roof. It got me into an ATARI mood, so there's a distinct Atari feel to some of the sites this month. For a perspective on the European side of collecting old Atari carts, have a look at http://oudedoos.hku.nl/public/~atari 2600, it's an in-depth Dutch site with good stuff about those increasingly rare VCS carts. A must if you're an Atari fan.

If you're surfing the Web on a PC, then you've probably amassed a collection of desktop themes already, but if you want some cool retro arcade game ones, then go to www.inficad.com/~schmoe/index.htm and download background patterns and sounds from classics like *Berzerk*, *Dig Dig* and *Crazy Climber*.

Tron was (and still is) one of my favourite coin-ops. Machines in good working order are getting hard to find. But luckily, there is a register of known machines found at www.3gcs.com/tron/arcade.htm. along with some original art. However, the site is mostly US based, so help to expand it and e-mail if there's a *Tron* coin-op near you.

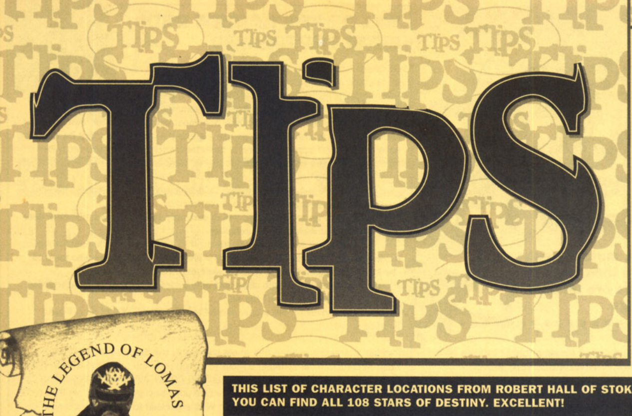
The Atari computers had some classic games in their time (remember *Airstrike* anyone?) and if you're after some slightly unusual information then check out Infoman's Atari page at www.holyoak.com/atari/ and learn all about the delights of "frying" your machine.

Finally, if you're old enough to remember the days of the C64 and its legendary coders, then go to www.ts.umu.se/~yak/cccc/heroes.html IMMEDIATELY and check out some of the heroes of the CBM64.

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.10) IS OUT NOW! INCLUDED THIS ISSUE IS THE HISTORY OF INTELLIVISION, A PROFILE OF PETE COOKE, PARKER BROS AND A LOOK AT A FEW EMULATORS. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.



PLAYSTATION

SUIKODEN

To get yourself some easy money, go to Marco and play his cup game. The coin will always end up in the positions listed, so you can keep betting and winning as much as you want. If you leave the room and come back, the pattern goes back to the start.

Right, Middle, Middle, Left, Right, Left, Right, Right, Left, Middle, Left, Middle, Right, Right, Right.



THE LEGEND OF LOMAS

Now I'm getting angry! The tips you've been sending me just aren't good enough! If the quality of them doesn't improve, I'll come round your house, pull your arms off and poke you in the eyes with your own fingers. If they do improve, I'll buy you chocolates and give you free video games! Ahh-ha-haah!

THIS LIST OF CHARACTER LOCATIONS FROM ROBERT HALL OF STOKE-ON-TRENT SHOWS WHERE YOU CAN FIND ALL 108 STARS OF DESTINY. EXCELLENT!

CHARACTER	STAR	LOCATION
Main Character	Tenkai	This is you.
Lepant	Tengou	Kouan, joins after Kraze is killed.
Mathiu	Tenki	Seika, joins after a little persuasion.
Luc	Tenkai	HQ, joins when you liberate it.
Humphrey	Tenyu	HQ, joins after Pannu Yakuta battle.
Kasim	Tenyu	Joins after battle at Moravia Castle.
Kwanda	Tenmou	Joins after Pannu Yakuta battle.
Persmerga	Teni	Return to Neclord's castle after Neclord is killed.
Gremio	Tenei	Gregminster, in your house.
Warren	Tenki	In jail with Viktor, in Moravia Castle.
Kun To	Tenfu	Kirov, after you have been to the Secret Factory.
Cleo	Tenmen	Gregminster, in your house.
Viktor	Tenko	Gregminster, in Marie's Inn.
Griffith	Tenritsu	After battle at the Northern Checkpoint.
Clive	Tensyo	Inn at Rikon, towards the end of the game.
Flik	Tenan	Kaku, after row at HQ.
Camille	Tenyu	Kaku, in the bar.
Kreutz	Tenku	Dragon Knights' Fortress.
Stallion	Tensatsu	After Pannu Yakuta battle.
Kage	Teni	At the Secret Factory, pay him 20,000 bits.
Fu Su Lu	Tensatsu	Kabold Village, after Pannu Yakuta battle.
Kirkis	Tenbi	HQ, after Lepant is recruited.
Milich	Tenkyu	After battle at Scarleticia.
Pahn	Tentai	Gregminster, in your house.
Sonya	Tenjyu	HQ, after fight with her in sewers.
Anji	Tenken	Pirates' Fortress, take Tai Ho and Yam Koo with you for her to join.
Tai Ho	Tenhei	Kaku, downstairs in bar.
Kanak	Tenzen	Pirates' Fortress, same as Anji.
Yam Koo	Tenson	Joins when founded HQ.
Leonardo	Tenpai	Pirates' Fortress, same as Anji.
Hix	Tenrou	Joins at entrance of Neclord's castle.
Tengaar	Tensui	Joins when rescued from Neclord's castle.
Varkas	Tenbou	HQ, after Lepant is recruited.
Sydonia	Tenkoku	HQ, after Lepant is recruited.
Eileen	Tenkou	Kouan, recruited with Lepant.
Leon	Chikai	Kalekka, when received Mathiu's letter.
Georges	Chisatsu	Kirov, in the Inn, beat him at a game of snap.
Ivanov	Chiyu	Scarleticia, when defeated Milich.
Jeane	Chiketsu	Antei, Runemaster's shop.
Eikei	Chiyu	Teien, need to be level 40+.
Max	Chii	Northern checkpoint after fall of Moravia.
Sancho	Chiei	Northern checkpoint after fall of Moravia.
Grenseal	Chiki	Joins after you beat Teo McDohl.
Alen	Chimou	Joins after you beat Teo McDohl.
Tesla	Chibun	Antei, recruit after Kimberly.
Jabba	Chisei	Rikon, appraiser, show him Nameless Urn.
Lorelai	Chikatsu	Kouan, the inn, need to be level 30+.
Blackman	Chitou	Kalekka, don't tread on his plants!
Joshua	Chikyou	Dragon Knights' Fortress.
Morgan	Chian	Temple of Qlon.
Mose	Chiziku	Joins in Kirov, after Secret Factory.
Esmerelda	Chikai	Antei Inn, give her the Opal ring.
Melodye	Chisa	Kirov, needs Sound Rune.
Chapman	Chiyu	Antei, in the Armoury.
Llukan	Chirei	Joins when rescued from Soniere Prison.
Fukien	Chijyu	Temple of Qlon.

CHARACTER	STAR	LOCATION
Futch	Chibi	Dragon Knights' Fortress, jois after Joshua.
Kasumi	Chikyu	HQ, after defeatred Milich.
Maas	Chibaku	Forest Village.
Crowley	Chize	Secret cavern in the Caves of Qlon.
Fuma	Chikou	Outside Dragon Knights' Fortress.
Moose	Chikyou	Warrior's Village, need Meese, Maas, Mose.
Meese	Chihi	The Dwarven Village smithy.
Sergi	Chisou	Kaku, in the bar. Joins when founded HQ.
Kimberly	Chikou	Antei, recruit when Mathiu gives you letter.
Sheena	Chimei	Seika, Inn, recruit when Lepant is with you.
Kessler	Chisin	Outside Secret Factory.
Marco	Chitai	Warriors' Village, win 5,000 bits off her.
Gen	Chiman	Teien, the house near the graveyard. Recruit after trying to get past Dunan Rapids.
Hugo	Chisui	Qlon, needs the War Scroll.
Hellion	Chisyu	Teien, the Inn.
Mina	Chiin	Antei, the Inn. (Wear Toe Shoes).
Milia	Chii	Dragon's Den.
Kamandol	Chiri	Teien, recruit after Gen.
Juppo	Chisyun	Kouan, Lepant's house.
Kasios	Chirakou	Scarleticia, after Milich is recruited.
Viki	Chitatsu	Elven trail, beyon Forest Village.
Rubi	Chisoku	Kabolds' Village, the Inn. Need Kirkis, Stallion and Sylvina level 30+ in party.
Vincent De Boule	Chichin	Moravia Castle jail.
Meg	Chikei	Kaku, near Inn, need Juppo in party.
Taggart	Chima	HQ, after returning from Dragon's Den.
Giovanni	Chiyou	HQ, after recruiting Lepant.
Quincy	Chiyu	Geran, need 80+ members.
Apple	Chifuku	Seika, Mathiu's house, after beating Kwanda.
Kai	Chihi	Garan.
Lotte	Chiku	Rikon, joins when you find her cat in Kaku.
Mace	Chiko	Seek Valley, the smithy, need Maas, Meese, Moose and Mose in party.
Onil	Chizen	Seika, joins when founded HQ.
Kuromimi	Chitan	Kabolds' Village, second time you visit.
Gon	Chikaku	Kabolds' Village, after Pannu Yakuta battle.
Antonio	Chisyu	Seika Inn, when Marie asks for help.
Lester	Chizou	Kirov, the bar, after tasting stews from the two houses joined by a washing line.
Kirke	Chihei	Lorimar, leave and re-enter.
Rock	Chison	Kouan, Lepant's house.
Lendon	Chido	Outside Secret Factory.
Sylvina	Chisatsu	Joins after Pannu Yakuta battle.
Ronnie Bell	Chiaku	Kirov, after Secret Factory.
Gasper	Chisyu	Kaku, downstairs in the bar.
Window	Chisu	Warriors' Village, Inn, needs Window Rune.
Marie	Chiin	Seika, Inn, recruit after founded HQ.
Zen	Chikei	Qlon, needs Red, Blue and Yellow seeds.
Sarah	Chisou	Kirov, doing washing. Needs Soap.
Sansuke	Chiretsu	Forest Village.
Qlon	Chiken	Antei, recruit after killing Teo McDohl.
Templeton	Chimou	Burnt Village of the Elves, leave and re-enter.
Krin	Chizoku	HQ, after Lepant is recruited.
Chandler	Chikou	Kwanba, recruit when founded HQ.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've taken off the internet or copied out of other magazines – we could do that ourselves if we really wanted to. Any tips we think are good enough will be rewarded with a free game from HMV. And don't ask for a reply.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

MICRO MACHINES V3

These first cheats should be entered as character names. Once you've entered one of the cheats, you'll hear a noise to let you know it's worked.

GIMMEALL	**Access all tracks**
CATLIVES	**Nine lives**
TANKS4ME	**Use tanks on all land tracks**

These cheats can be used at any time while playing the game, though it's obviously better when paused. You can do each cheat again to turn it off.

Behind vehicle view
Left, Right, S, C, Left, Right, S, C
Super-speed
S, X, C, S, T, X, X, X, X
Use any object
Down, Down, Up, Up, Right, Right, Left, Left
Super-bouncy
S, Right, Right, Down, Up, Down, Left, Down, Down
Floating objects
S, T, S, S, T, S, S, T, X
Slow enemy cars
C, T, S, X, C, T, S, X

There's also a debug mode which lets you use a few more cheats. To enter debug mode you need to put in this code while playing:

S, Up, Down, Down, S, C, C, T, X.

Once the cheat is working, you can press these button combinations to get some more interesting options.

Destroy all cars	**T+C+X+S**
Quit race and win	**Select+X**
Change view	**Select+any direction**
Zoom view	**Select+L2 or R2**
Turn player into computer car	**Select+S**

RAGE RACER

To get more colour choices when editing your own car logo, make sure that the painting marker is outside of the normal area and hold **L1+L2+R1+R2+Select.** You should get an RGB option which lets you edit the colour values by holding **R1** and pressing Up or Down.

RALLY CROSS

To use these cheats, enter them either as your name when beginning a new season or when you get on the high score table. You can only use one at a time.

VET ME	Rookie season complete
IM A PRO	Veteran season complete
WEEOO	Normal, head-on and mixed-pro seasons complete
FLOAT	Low gravity
SPINNER	Low friction
RADBRAD	Realistic gravity
FAT TIRES	Big tyre mode
NO WHEELS	Floating hover-cars
WHEELS	No car – just wheels
STONE	Heavy cars
FEATHER	Light cars
BANZAI	Better acceleration
NOVISCOUS	Mud doesn't slow car

THE CROW: CITY OF ANGELS

If you were silly enough to buy this and have got stuck, have a go with this cheat. To start on the ship level with infinite energy, enter the passcode: **C, X, T, X, C, T, S, C, X, S.**

TEKKEN 2

Andrew Rutherford from Macclesfield says that once you've collected all 25 characters on your memory card you can watch any of the end sequences whenever you want by using this cheat. Make sure your completed memory card is plugged in and start the game up. On the PlayStation logo screen, hold **diagonally Up and Right+X+C+Select** until the "Namco Presents" screen fades out and a list of character names appears.

SATURN

SATURN BOMBERMAN

Here's an interesting fact – if you start up Saturn *Bomberman* at any time between 10.00 and 11.00 am you'll start with 6 lives instead of 3!

To choose your starting level, where you'll begin with maximum powerups, enter one of these commands on the title screen (with "Press Start" on it).

Stage 1	**L+R+Up+Left+A**
Stage 2	**L+R+Up+Left+B**
Stage 3	**L+R+Up+Left+C**
Stage 4	**L+R+Up+Right+C**
Stage 5	**L+R+Up+Right+X**
Stage 6	**L+R+Up+Right+Y**

To access two extra characters and an extra-hard opponent setting, go to the "Match Play" screen, and press and **hold L+R** for a few seconds. You should now get Yuna and Manto who both have special abilities.

PANDEMONIUM!

All of these codes should be entered as passwords in order to access all the cheat modes.

ALMABHOL	Level Select with Maximum Lives
INANDOUT	Level Select when you quit
HARDBODY	Invincibility
VITAMINS	31 Lives
CORONARY	Extra Health
BODYSWAP	Press Z when playing to change character
EVILDEAD	Invincible Enemies
OTTOFIRE	Keep Weapons
TWISTEYE	Hold L+R to rotate view
CASHDASH	Always get Bonus Race
TOMMYBOY	Always get Pinball Game

MANX TT SUPERBIKE

Alan Cole from Bristol has sent in this way of accessing the secret Tantalus bike. Choose Arcade Mode and on the transmission select screen press **Up, Down, Up, Down, Left, Right, Y, Z** and quickly choose your transmission. You should now have a purple bike and your rider should have the Tantalus logo on his suit!

SOVIET STRIKE

These cheat codes should be entered at the password screen as usual.

FREEBIE	Extra life
VOODOO	4 extra lives
GABRIEL	Powered-up weapons
ALBATROSS	Slow fuel consumption
COLDPIZZA	Infinite fuel

Use these passwords to play on which ever level you want.

KRAZHA	Black Sea
VERBLUD	Caspian
YADRO	Dracula
PERIWOROT	Moscow

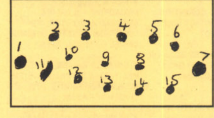
NINTENDO 64

BLAST CORPS

Here's something sneaky which we worked out while playing *Blast Corps*. Park your vehicle right next to a building and hold the Z trigger so that you try to get out. If you're positioned correctly, you'll not be able to and will instead just bang into the building. Keep holding Z so that you repeatedly hit the building with your man and it'll eventually explode. This is particularly useful as it will even destroy buildings that can normally only be blown up with TNT blocks!

STAR FOX 64

This list by **Andrew Rutherford from Macclesfield** lets you know how many hits are required on each level to get a medal.



1	150
2	150
3	150
4	250
5	100
6	300
7	200
8	150
9	100
10	150
11	200
12	50
13	150
14	150
15	150

Collecting all of the medals gives you loads of excellent new features which we don't want to mention until the game comes out officially. But it's certainly worth the effort.

WAR GODS

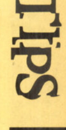
Ha ha. You bought an import version of *War Gods*, right? Ah ha ha. Never mind, this cheat mode will save you from complete embarrassment. Ho ho ho.

Go to the title screen and press these directions on the cross-key (not the 3D stick): **Right, Right, Right, B, B, A, A.** You'll get a new load of options, including "Easy Fatalities". Using this cheat, you can do any fatality by simply pressing **HP+HK+LP+LK.**

To get infinite credits, go to the title screen and press **Left-C, Left-C, Right, A, B, Up-C, Right-C.**

To play as Exor, go to the character select screen and press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down,** then choose any character.

To play as Grox, go to the character select screen and press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left,** then choose any character.



PC CD-ROM

OUTLAWS

These cheats from **David Johnson from Sidcup** can be entered at any time during the game. Just type in the code and it should work immediately.

OLASH	Infinite ammo
OLPOSTAL	All weapons
OLREDLITE	Freeze all enemies

I'M STUCK!

You've probably answered this question loads of times but I lost the issue of FreePlay which tells the cheat to play as Super Akuma on the PlayStation. What is it?

Also, how do you perform: Charlie's Somersault Justice? Sakura's Vacuum Fist?

Thanks!!
Fearghal Murphy, N. Ireland

PS. Your mag rules!!

CVG: To play as Super Akuma, go to the Player Select screen and highlight regular Akuma. Now hold Select and press Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. You should be on Akuma again. Now pick him with any button while still holding Select and you should start the fight as Super Akuma.

FREEPLAY CLASSIFIED

PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE, AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

CONSOLES

• **MEGADRIVE 2 & 32X - 3 JOYPADS, 25 GAMES** INC; FIFA 97, WORMS, MM MILITARY, SONIC 3D. 32 X GAMES; VF, V RACING & STAR WARS. ALL BOXED, EX. CONDITION, WORTH £899.75, SELL FOR £220 ONO. ASK FOR MIKE ON 01253 822079 AFTER 4PM

• **MEGADRIVE + 12 GAMES** INC; SONIC 1-3 & KNUCKLES + MEGA CD WITH 4 GAMES. MASTER SYSTEM CONVERTOR & 9 GAMES, ALL BOXED. £250 CALL 01483 570138. 6-8 PM

• **BOXED MEGADRIVE + 5 GAMES**. BARGAIN AT £50 IF INTERESTED CALL DAMIEAN 0171 7377086 (BUYER COLLECTS)

• **SNES WITH 8 GAMES**, BOXED MINT CONDITION £140 OR WILL SWAP FOR JAP PS WITH NO GAMES. CALL ANDY 01451 870288 4PM - 6PM

• **PLAYSTATION + 7 GAMES** INC; TEKKEN2 & TOMB RAIDER, + ACCESSORIES £250 ONO CALL 01332 774318

• **SNES + STARWING, STUNT RACE**, STRIKER, KI, NBA JAM ALL BOXED. CALL 01816730570

• **MEGADRIVE WITH 4 GAMES** & 2 PADS, GOOD CONDITION £40 TEL: 01276 681430

• **SATURN +17 GAMES** INC; WWS97, VIRTUAL ON & COMMAND & CONQUER £550 ONO CALL 0181 6732569

• **SNES + 4 GAMES** INC; MK2, NBA JAM £80 RING JOE ON 01737 363276

• **US SNES + 3 GAMES**; MARIO RPG, LUFIA 2 & EARTHBOUND + UK CONVERTOR ONLY £100 CALL 01386 421381

• **PLAYSTATION & ACCESSORIES**, DIE HARD, DOOM, WORMS + SNES & 7 GAMES. EXCELLENT CONDITION £300 CALL 0370 613976

• **SNES WITH 16 GAMES**, CONTROLLERS & BOXES £170 ONO, OR WILL SELL SEPARATELY. CALL 01785 603067

• **SNES WITH 8 GAMES** INC; MARIO KART & ALLSTARS, BOMBERMAN, FIFA 96 & LION KING. ALL FOR £119 CALL TARO ON 0171 4357700

• **SNES** + SUPER SCOPE & 6 GAMES £30 CALL 01772 813621

• **N64 (HONG KONG) BOXED WITH MARIO 64** & PAD £250 ONO CALL 01793 813373

• **SATURN + 7 GAMES** INC; RALLY, C&C, WWS97 & VF2 £370 CALL ADAM 0181 9741388

• **INTELLIVISION CONSOLE IN IMMACULATE CONDITION**, INCLUDES VOICE SYNTHESIS MODULE & 4 GAMES. ALL BOXED WITH INSTRUCTIONS & OVERLAYS £130 ONO CALL 01978 356095

• **MEGADRIVE WITH 4 GAMES**, BOXED AS NEW £40 CALL 0191 5845528

• **PLAYSTATION** + TOMB RAIDER, C&C, RR, STRIKER & ACCESSORIES £400 ONO CALL 01666 825510

• **AMIGA 600**, JOYSTICK, MOUSE, MONITOR, OVER 20 TOP GAMES INC. JURASSIC PARK. CALL 01926 770135

• **PLAYSTATION** + DH TRILOGY, C&C, SIM CITY & STAR GLADIATOR £220 CALL 01530 833691

• **GAMEBOY + 1 GAME**, GOOD CONDITION £20, JUNGLE STRIKE FOR AMIGA 500 ONLY £10 CALL 01282 694783

• **SATURN + 9 GAMES**, 2 PADS & GUN ALL FOR £350. ALSO XMAS NIGHTS FOR SALE CALL 01475 722220

• **SNES & 17 GAMES** INC; DKC 1-3, KI, ZELDA & STREET RACER + ACCESSORIES. SWAP FOR SATURN & SEGA RALLY. DANIEL, 41 CHAPEL LANE, LAWRENCE WESTON, BRISTOL B511 OTQ

• **N64 (JAP) WITH PILOT WINGS** AND AV CABLE. BRAND NEW IN ORIGINAL WRAPPING PHONE 01843 591042 £225 CALL 01843 591042

• **PLAYSTATION** + D.DERBY 2, STAR GLADIATORS, TEKKEN 2. MUST SELL, HENCE £120 CALL 01782 337280 ASK FOR ANTHONY OR JAN

• **N64 (PAL)** WITH TUROK, PILOT WINGS & MARIO KART (JAP) + UNIVERSAL ADAPTOR £400 CALL 01229 837713

• **MEGADRIVE WITH 9 GAMES**, 5 PADS + MORE £170 ONO CALL 01952 411192 FOR MORE DETAILS

• **SNES + 10 GAMES**, SUPER-SCOPE £100 ONO OR SWAP FOR PLAYSTATION/N64 WITH 1 GAME, GRAEME LEE, 11 CEDAR RD, BARROW, CUMBRIA, LA14 5ED

• **PLAYSTATION + 9 GAMES** INC; F1, WO2097, DH TRILOGY & ACCESSORIES £460 CALL 0966 134850 AFTER 6PM

• **MEGADRIVE + 13 GAMES** INC; WORMS, BOMBERMAN & ALADDIN. BARGAIN AT £200, ORIG. £500 CALL MICHAEL 0181 3973922

• **SATURN MINT CONDITION**, BOXED £100 CONTACT WILL ON 01730 265407

• **SNES + 20 GAMES** £220 OR SNES £20 & £10 PER GAME CALL JONATHAN 01494 711401

• **SATURN: CONVERTED** WITH FV, PANZER 2, VICTORY GOAL (JAP) 7 RALLY, WIPEOUT, VF (PAL) £300 ONO CALL PETE 01296 688048

• **SATURN + 13 GAMES** INC; RALLY, NIGHTS, TOMB RAIDER & ACCESSORIES £280 CALL BARNABY 01494 758578

• **SNES + 11 GAMES** INC; KI, MK3, FIFA SELL FOR £150 ONO. CALL 01563 820058

• **MD & MEGA CD**, JAP CONVERTOR & 25 GAMES INC; SONIC CD, NBA JAM, ECCO, THOR, ALL BOXED. £225 ONO CALL AMIT ON 0181 2007044

• **SATURN MINT CONDITION**, 10 TOP GAMES INC. NIGHTS + ACCESSORIES & 20 MONTHS INS.£475 CALL 01493 668964

• **MEGADRIVE + 6 GAMES**, FIFA 95, URBAN STRIKE, BOMBERMAN + PADS, MULTI TAP £170 ONO CALL 01745 354885

• **SATURN + TOMB RAIDER** & 2 PADS, SWAP FOR PLAYSTATION & RES. EVIL CALL 01845 522776

• **SATURN + 12 GAMES**, INC. VCOP 2 & GUN, 2 PADS ONLY 4 MONTHS OLD £300 TEL: 01245 772263

• **SNES + 5 GAMES** INC; KI, ZELDA, MARIO ALL-STARS + ACCESSORIES ALL FOR £125 CALL 01637 850908 WEEK-DAYS AFTER 4PM

• **SATURN + 6 TOP GAMES**, BOXED AS NEW £300 ONO CALL 01782 331990

• **SUPER GAMEBOY FOR SNES**, BRAND NEW BOXED £20 ONO CALL 0161 7994670

• **PLAYSTATION WITH 4 GAMES** £100 ONO, IF INTERESTED RING 0585 276685

• **SNES WITH 5 GAMES**. SELL FOR £85 OR SWAP FOR 2 US N64 GAMES, MAY SPLIT EG. 1 GAME + £30 TEL: 01625 260903

• **SATURN, 6 GAMES** INC; TOMB RAIDER, NIGHTS, VF2, RALLY + ACCESSORIES. BOXED £210 CALL 01223 243968

• **MEGADRIVE & 8 GAMES** INC; SONIC 3D, FIFA 96 & MASTER SYSTEM & 4 GAMES £150 CALL 01252 872123

• **SNES WITH SF2 TURBO AND 2 PADS** ONLY £64 CALL 01553 674110 AFTER 6.30PM

• **MASTER SYSTEM FOR SALE** £15 + 8 GAMES £3 EACH OR £15 FOR 6 CALL 01788 832493

• **SATURN + 5 GAMES** INC; WWS97, FV & RALLY. 2 MONTHS OLD £285 ONO + SNES + 10 INC; DKC, KI, ZOMBIES & STARWING, £150 ONO BUYER COLLECTS BOTH EXCELLENT CONDITION. CALL 01788 832493

• **NES & 7 GAMES**, MEGADRIVE + 2 GAMES, AMSTRAD & MONITOR, TOP CONDITION £150 THE LOT CALL DANIEL 0181 220 2373

• **SNES, 15 GAMES**, 4 PADS INC; YOSHIS ISLAND, KI, TETRIS ATTACK £150 E-MAIL SPX3PH@CF.AC.UK

• **GAMEBOY + SUPER MARIO LAND** & CARRY CASE £30 CALL JAMES 01706 371125

• **MEGADRIVE + 22 GAMES**, ALL BOXED AS NEW IN EXCELLENT CONDITION £150 CALL 01292 287739

• **SATURN, 8 GAMES**, ARCADE STEERING WHEEL, STILL BOXED £200 OR SWAP FOR N64 + GAME CALL 01382 861170

• **MEGADRIVE + 13 GOOD GAMES**, 2 PADS, ALL V. GOOD CONDITION £130 OR SWAP FOR PS WITH SOME GAMES. CALL 01225 483336

• **SNES + 6 GOOD GAMES** £55 OR SWAP FOR 1 OR 2 GOOD PS GAMES, PREF. SOUL BLADE CALL 01228 711235

• **SNES + 10 GAMES** INC; DKC, KI, ZOMBIES & STARWING, BUYER COLLECTS

• **SNES + 14 GAMES** INC; SMW, MK2, KICK OFF 3, RISE & R TYPE 3 £150 CALL 01424 430217

• **SNES + 17 GAMES** INC; KI, MEGAMAN X, PUNCH OUT, ISS, SECRET OF MANA ETC. £175 ONO CALL PETER 01700 504183

• **WANTED: PC ENGINE CD ROM**, CD'S, CARDS. ALSO NEO GEO CD & 4 GAMES FOR SALE £120 PHONE SCOTT 0121 3568841 AFTER 6 PM

GAMES

• **I'M SELLING ALL MY MASTER SYSTEM**, GAMEGEAR & CD32 GAMES FOR £3-5 EACH, SEND SAE FOR LISTS TO MR A WILDE, 34 GRANGEFIELDS RD, SHREWSBURY, SY3 9DB

• **PS GAMES**; ALIEN TRILOGY £25, TOMB RAIDER & DIE HARD £30 EACH CALL 0121 784 7647 AFTER 4PM CALL 0121 7847647

• **PLAYSTATION GAMES (IMPORTS)** DIE HARD, RES. EVIL, CRASH £17 EACH, RR 1&2, ALIEN TRILOGY, DOOM, PARODIUS & OTHERS £13 EACH PHONE 01305 835825

• **PS GAMES - RES. EVIL, F1 £27 EACH**, OLYMPIC SOCCER £26, OLYMPIC GAMES £21, VICTORY BOXING £25 CALL 01889 500414

• **SWAP SUPER STAR WARS FOR THEME PARK** & EWJ2 FOR NHL 97. CALL 01978 812114 AFTER 4PM

• **SATURN GAMES**: NIGHTS £20, DAYTONA CCE £25, WIPE-OUT £15, ALL FOR £55, ALL BOXED. OR SWAP ALL 3 FOR SM64 CALL 01423 358753

• **PC GAMES** - SCREAMER 2, TOMB RAIDER AND SPACEHULK VOTBA £15 EACH OR ALL 3 FOR £40 ONO PHONE CHRIS (4-10.30PM) ON 0121 4222744

• **PC CD-ROM GAMES** - DUKE NUKEM 3D & WORMS £20 EACH, DOOM ULTIMATE & DOOM 2 £30 CALL 01282 437729

• **THREE GAMES FOR ONE SWAP!** ZELDA, RISE + KI FOR SF ALPHA 2 ON SNES (PAL) CALL 0181 968 3379

• **PS GAMES**; DOOM, FIFA 96, TEKKEN, ZERO DIVIDE, MK3 £20 EACH OR SWAP FOR SFA2, TOMB RAIDER OR F1 CALL 0113 2828832

• **WANTED JAGUAR GAME** ALIENS VS PREDATOR, OR SWAP FOR POWER DRIVE RALLY & RAYMAN CALL 01332 606930

• **SWAP SHADOWRUN** FOR FINAL FANTASY 2 (US) CALL 01322 338297

• **SWAP SUPER MARIO WORLD** FOR MK1 OR 2 ON THE SNES, ASK FOR ARRAN ON 01775 840031

• **N64 GAMES FOR SALE:** MARIO £25, PILOTWINGS £25, TUROK £30 OR ALL THREE £70 CALL JOHN 01760 720915

• **SATURN GAMES** - EXHUMED, DARK SAVIOUR, TOMB RAIDER, V. COP £25 EACH. MAGAZINES - SUPER PLAY & NMS 12 ISSUES EACH, £2 EACH MAG OR £20 FOR EACH TITLE.

• **SATURN GAMES** - WIPEOUT, DEST. DERBY £25 EACH, LOADED, BUG, UMK3 £20, PANZER DRAGOON £15, GOLD-EN AXE (JAP) £15, DEADALUS £10, VF REMIX £5, CLOCK-WORK KNIGHT £5. OR £140 THE LOT. PHONE 01255 677190

• **ANYONE WANNA SWAP TUROK** FOR PILOTWINGS? PHONE SI AFTER 6PM ON 01254 851491 ALSO LOOKING FOR PC X-WING WILL PAY £5!

• **ATARI, AMIGA, SPECTRUM AND OLD CONSOLE GAMES** FOR SALE. SEND SAE TO DARREN, 720 HIGH RD, LEY-TONSTONE, E11 3AJ

• **WANTED: IK+ ON AMIGA**, SWORD OF VERMILLION ON MD & RAMPAGE ON LYNX, PREF. TO SWAP. CALL CHRIS 01322 522875

• **PS GAMES FOR SALE**; OLYMPIC SOCCER, PGA TOUR 97, SAMPRAS TENNIS £20 EACH OR £50 FOR ALL 3. CALL 01737 844547

• **N64 GAMES FOR SALE** £50 VECTREX GAMES WANTED £10 - £20 EACH CALL 0181 8002456 AFTER 6PM

• **SATURN GAMES**: VIRTUAL ON £30, DEST. DERBY £30, RALLY £23, VF2 £20 CALL 01202 826754

• **PS TOMB RAIDER** - SELL FOR £30 OR SWAP FOR BRO-KEN SWORD OR MMV3 CALL 0121 525 6165

• **WANTED: SUPER STREET-FIGHTER 2** FOR MEGADRIVE OR SNES, WILL SWAP. CALL 01736 332132

• **SWAP HUNT FOR RED OCTO-BER** FOR ZELDA OR KILLER INSTINCT CALL 01925 485105

• **NBA JAM EXTREME** (SAT-URN) FOR SALE. £25 CALL LAU-RENCE 012667 71437 AFTER 4PM

• **TUROK** + GIANT 136 PAGE TIPS BOOK £55 CALL 01920 830461

• **MEGADRIVE TITLES TO SWAP**; 688 ATTACK SUB, COR-PORATION, MUTANT LEAGUE FOOTBALL, PAC PANIC & CASTL-EVANIA FOR F22 INTERCEPTOR, SHINING FORCE 2, VECTORMAN CALL 01522 885127

• **SNES GAMES FOR SALE**; KI £25, FIFA £20, SCOPE WITH GAME £30 + MANY MORE. CALL 01383 514634

• **SNES GAMES**; ALADDIN, RIVAL TURF, MK, GP1, SUPER R-TYPE. WILL SWAP FOR SECRET OF MANA, PLAYER MANAGER, MARIO KART OR STAR WARS. CALL 0161 794 4708

• **EURO 96** (SATURN) £25, OR SWAP FOR SOMETHING! MD GAMES - SONIC, ITALIA 90 & SUPER HANG ON £5 EACH OR £10 ALL THREE. MR A GLYNN, CROSSWAYS, CANAL LANE, BODICOTE, BANBURY, OX154AD

• **WANTED:** MASTER SYSTEM GAMES, NOTHING REFUSED. PLEASE PHONE GARY ON 01984 624342

• **SELL OR SWAP CRASH BANDICOOT** £30 OR MORTAL KOMBAT 3 £20 CALL 0151 2922670

• **THEME PARK FOR MEGADRIVE** COMPLETE WITH INSTUCTIONS FOR £15 ONO CALL 01908 368358

• **WANTED SUPER AIRWOLF & SAT.** NIGHT SLAM MASTERS ON MD. ALSO AIRWOLF AMSTRAD CPC464 CASEETE, WILL PAY! MR E.PARK, 4 SPRINGBANK TERRACE, SHORTROODS, PAIS-LEY, SCOTLAND PA3 2NU

OTHERS

• **HUNDREDS OF OLD CONSOLE MAGS FOR SALE**, CVG, MEAN MACHINES, NMS ETC. PHONE PAUL 0181 5293974

• **WANTED: PEN PALS (11+)**, ANY CONSOLES FANS. WRITE TO SHAUN CHEWH, 796 ADTHERTON RD, HINDLEY GREEN, WIGAN, WN2 4SB

• **TRAINERS FOR SALE**: NIKE AIR BARRAGE (SIZE 9) & NIKE AIR ROLL (SIZE 10) £20 EACH CALL 0117 9246262

• **PAM ANDERSON TRADING CARDS**, 100 CARDS THE SET £15 CALL 0114 2349161 ASK FOR LEE

• **WANTED: JAP TAMAGOTCHI** VERSION 2 £30 OR VERSION 3 £40. PHONE JOE 0410 443163

• **ARCADE PCB'S & NEO CARTS FOR SALE**. EG. MK2, REALBOUT FATAL FURY ALL ARE CHEAP! CALL 0121 6884212

• **MEAN MACHINES & MM SEGA ISSUES** 1-5, 16-24 & 1-30 INC. FREEBIE VIDEOS. ALL MINT CONDITION £50 ONO. CALL 0121 3609296

• **WANTED - STAR WARS TAZOS**. SEND ME ANY DUPLI-CATES/ UNWANTED TAZOS. IAN, 58 ANGUS DRIVE, BLETCHLEY, MILTON KEYNES, MK3 7NF

• **OFFICIAL SATURN MAG ISSUE 1** & OFFICIAL PLAYSTA-TION MAG ISSUE 1 FOR SALE, BOTH EXCELLENT CONDITION. OPEN TO OFFERS. CALL GARY ON 01642 597017

• **WANTED: OLD ASTEROIDS CARTRIDGE FOR ATARI 2600!** PHONE 01381 600281 AFTER 6.30PM

• **SUPER PLAY ISSUES 1-36 £45**, MAXIMUM ISSUES 1-7 £25, EDGE ISSUES 1-44 £65 PHONE ROB EVENINGS ON 01622 745468

• **SUPER PLAY MAGS WANTED**, ALSO EDGE ISSUE 3, FRONT MIS-SION (SFC) WILL PAY POSTAGE, PHONE DOM 01494 774575

• **RESIDENT EVIL: DOES ANY-ONE HAVE A SOLUTION THEY CAN SEND?** I'M REALLY STUCK! NICK, 32 NEW RD, SALTWOOD, HYTHE, KENT, CT21 AQE

• **CONSOLE MAGS 400+** EGM, EDGE, GAMEFAN, CVG, SUPER-PLAY, TOTAL, PLAY, SEGA, MEAN MACHINES, GAMESMASTER, PS PLUS, N64 CALL 0191 5519542

FREEPLAY HIGH SCORES

Load up your latest big game and get an impressive score on it. Now write that score on a piece of paper along with your name and three-digit high score arcade tag. Send that score to us, and we'll print the best ones in this section every month! Keep some proof of your score in case we ask for it, and if you're feeling really flash, send us a video showing how you achieved such amazing scores.

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

SOUL BLADE (PS)

Arcade Mode 0'28"89 (Taki)
DJ Dirty (DJD)

Special Weapon Survival Mode
142 Wins (Mitsurugi)
Darren Ketteringham (DAZ), Basingstoke

RAGE RACER (JAPANESE PS)

MYTHICAL COAST
Best Lap 0'51"325
Michael Lai, Liverpool
Best Race 2'36"972
Michael Lai, Liverpool

MYTHICAL COAST REVERSE
Best Lap 0'49"816
Michael Lai, Liverpool
Best Race 2'33"507
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY
Best Lap 1'15"411
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'49"932
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'08"891
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'34"009
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"435
Adi Wells, York
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"529
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 2'14"213
Michael Lai, Liverpool

TEKKEN 2 (PS)

104 Wins (Lee Chao Lan)
Darren Ketteringham (DAZ), Basingstoke

Time Attack 1'53"94
(Yoshimitsu)
Paul Lofthouse, Cornwall

MANX TT (SAT)

LAXEY COAST
Best Lap 0'53"68
Chris Maybray, Leics.
Best Race 2'45"00
Chris Maybray, Leics.

TT COURSE
Best Lap 1'08"32
Chris Maybray, Leics.
Best Race 3'30"80
Chris Maybray, Leics.

LAXEY COAST REVERSE MIRROR
Best Lap 0'53"32
Chris Maybray, Leics.
Best Race 2'45"88
Chris Maybray, Leics.

TT COURSE REVERSE MIRROR
Best Lap 1'11"68
Chris Maybray, Leics.
Best Race 3'38"16
Chris Maybray, Leics.

VIRTUA COP 2 (SAT)

Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarulli (ZAK)
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NiGHTS (SAT)

9999+ Link Attack!!
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NiGHTS (SAT)

Puffy beaten with 101 seconds remaining
Nathan White (NAT), London
Reala beaten with 107 seconds remaining
William Curley, Surrey
Jackle beaten with 103 seconds remaining
William Curley, Surrey
Wizeman beaten with 76 seconds remaining
Romeo Mazzei (R.M), Amsterdam

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
606100 Points (Spring Valley)
Nathan White (NAT), London

254 Link (Mystic Forest 1)
William Curley, Surrey
527640 (Mystic Forest)
William Curley, Surrey

370 Link (Soft Museum 1)
Nathan White (NAT), London

403 Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SAT)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8)
3,564,200
Yasuhiro Hunter (YAS), Oxford

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'42
James O'Keefe, Lancashire

SUPER MARIO 64 (N64)

Princess Slide 16"0
Clifford Bonney (C.B), Oxford

MARIO KART 64 (IMPORT N64)

LUIGI RACEWAY
Best Lap 33"88
Ian Chan, Scotland
Best Race 1'44"82
Ian Chan, Scotland

MOO MOO FARM
Best Lap 26"34
Greg Ihnatenko, Cheshire
Best Race 1'21"26
Ian Chan, Scotland

KOOPA TROOPER BEACH
Best Lap 28"68
Greg Ihnatenko, Cheshire
Best Race 1'27"28
Greg Ihnatenko, Cheshire

KALIMARI DESERT
Best Lap 36"06
DJ Dirty's pal (Forgot his name)
Best Race 1'53"98
DJ Dirty's pal (Sorry)

TOAD'S TURNPIKE
Best Lap 52"50
Greg Ihnatenko, Cheshire
Best Race 2'39"57
Ian Chan, Scotland

FRAPPE SNOWLAND
Best Lap 36"93
Greg Ihnatenko, Cheshire
Best Race 1'51"55
Ian Chan, Scotland

CHOCO MOUNTAIN
Best Lap 35"15
Ian Chan, Scotland
Best Race 1'46"65
Ian Chan, Scotland

MARIO RACEWAY
Best Lap 18"93
Dany Gray (DAG), Dewsbury
Best Race 1'03"56
Wai Hung Yau, Worthing

WARIO STADIUM
Best Lap 52"47
Chris Murphy (CHR), Manchester
Best Race 3'22"61
Chris Murphy (CHR), Manchester

SHERBERT LAND
Best Lap 36"15
Ian Chan, Scotland
Best Race 1'54"34
Ian Chan, Scotland

ROYAL RACEWAY
Best Lap 51"91
William Murray, Northampton
Best Race 2'36"14
William Murray, Northampton

BOWSER CASTLE
Best Lap 41"10
William Murray, Northampton
Best Race 2'07"77
Ian Chan, Scotland

DONKEY KONG JUNGLE PARK
Best Lap 11"70
Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 34"27
Ian Chan, Scotland
Best Race 1'42"83
Ian Chan, Scotland

BANSHEE BOARDWALK
Best Lap 37"47
Greg Ihnatenko, Cheshire
Best Race 1'56"79
Greg Ihnatenko, Cheshire

RAINBOW ROAD
Best Lap 1'23"61
Chris Murphy (CHR), Manchester
Best Race 4'17"96
Chris Murphy (CHR), Manchester

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

DEAD OR ALIVE (ARC)

Normal Mode 3'30"03
(Kasumi)
E. Nettey (MAN), London

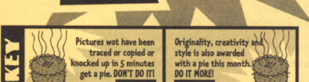
Burst Mode 3'47"31
(Kasumi)
E. Nettey (MAN), London

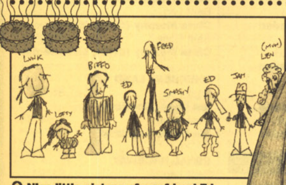
Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

drawinz wot you dun

Hi all, welcome to the controversial 'Drawinz' section of the mag. This month all work is printed in black and white.

Due to several complaints over the last two months, the drawinz section has had to undergo quite drastic changes. This month all work will be awarded with a mystery pie (which I created myself). I'll leave it up to you to judge the work for yourself. Why not cut out turds and bones from previous issues and stick them onto this month's work?!





Nice little picture of our friend Ed with *his* friends and family, by Tom Guise.

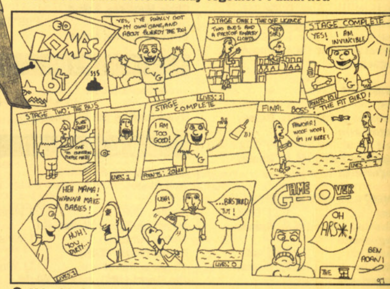
One of many naughty pictures sent in this month, this one of Morrigan is the work of 'Ade'.



Picture of the month this one! So it gets an extra big hairy pie. Superb figure with a superbly drawn background, top marks Andy Pritchard.



Larry Bundy returns once more with another masterpiece. Will we ever see Laura Croft and Indy Together? I think not.



Ahh.. it's just so true to life, many thanks to Ben Adan.

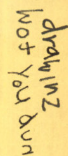


I just get tougher each month, Dan Allen did this!



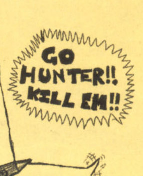
Excellent work Simon. Sorry I don't have room for any more.

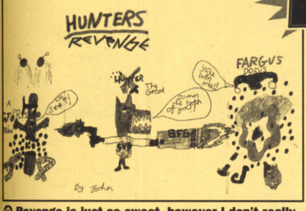




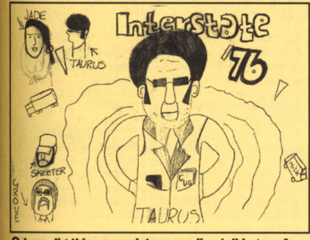
Hunter 64 would surely have better characters than this! Thanks Andrew Young!

I LIKE THE DOG COLLAR, I LIKE THE BODY AND I ESPECIALLY LIKE THE FACE, BUT I HATE WORMS! NICE ONE THOMAS BAKER!

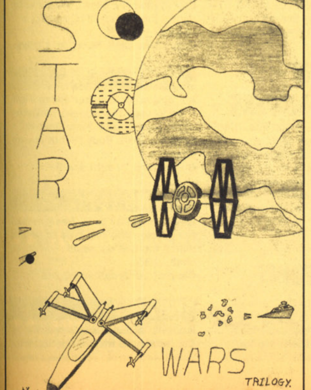




Revenge is just so sweet, however I don't really need those weapons. Thanks Johnny Chambers.



I can dig this crazy picture you jive talking mo-fo. *Interstate '76* is as cool as me, thanks Alex Hodgkiss.



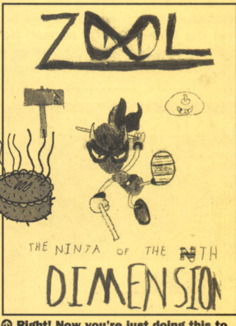


Cool, *Tekken* meets Simpson. Nice idea and well executed by Mr Noname Onback.

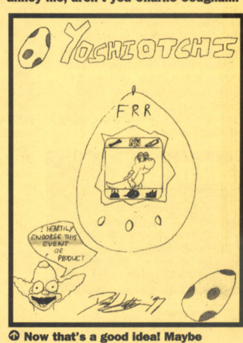


Super cool *Mario Kart* pictures courtesy of Astra Luke. Keep up the good work!

At last another Star Wars picture, I'd like a few more of these please, art gods. James Snaddon.



Right! Now you're just doing this to annoy me, aren't you Charlie Cougham.



Now that's a good idea! Maybe Nintendo will make it! Daniel Lally.

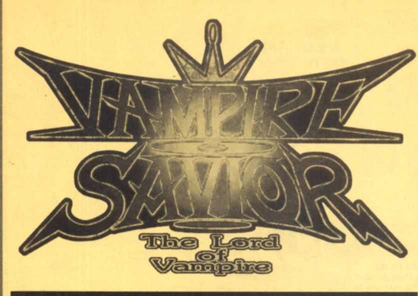


Send 'em in to:

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.





©CAPCOM

STRATEGY GUIDE AND MOVES LIST

Anybody who's taken more than a passing glance at *Night Warriors* will know that Capcom's vastly underrated title is one of the finest beat 'em ups available. In fact, some players prefer *Night Warriors* over the *Street Fighter* series!! Now the third instalment in the series is about to burst on to the UK arcade scene, it's time for all mortals, CVG included, to rejoice!!!



SYSTEMS ARE GO!!

Anybody who has played the Capcom masterpiece will be at home with *Vampire Savior*'s combo system, but for those who are more used to the *Street Fighters* and the *KOF*s are in for a shock. To save you falling at the first hurdle, read on and learn.

CHAINS

Chains in the Darkstalkers series are pretty much the same as the chains in *Street Fighter Alpha* in that you can chain all 6 buttons if you press the buttons in the right order. Timing isn't of great essence and the damage isn't out of control either so it holds a great balance in the game. One word of warning though: you can't tag a special or an EX move at the end of a chain like in the *Street Fighter* and *X-Men* games.

TWO IN ONES

Do a normal button press attack then IMMEDIATELY perform a special move to guarantee a special move hit as long as the normal attack is successful. One of the most common systems used in 2D fighting games.

STOCK GAUGE

Stock Gauge in *Vampire Savior* has pretty much the same function as it did in *Darkstalkers*. Stock Gauge is basically a *Darkstalker* equivalent of the Alpha Gauge in *Street Fighter Alpha 1 & 2*. It allows you to utilise both the EX moves (super combos) and the Dark Force. But unlike *Street Fighter Alpha*, you can stock a maximum of 9 'bars'.

DASHING

One of the most innovative aspects that most people don't appreciate in a 2D fighting game is the dash. Dashing opens many options in the game such as allowing players to link moves together that otherwise would be impossible to do, and escaping oncoming EX moves.

ROLLS

Once you're knocked onto the canvas, push left or right to avoid the opponent's oncoming barrage. Has the same use as the recovery rolls in *SFA1 & 2* but has more flexibility than it's SF counterpart in that you can go either away or towards your opponent and are invincible during it.

GUARD CANCEL

The biggest enemy of players who chain often and the saviour of people who hate being cornered. Block an attack and then IMMEDIATELY input a Dragon Punch motion (with either P or K depending on your character) to knock you opponent down. It's easier to Guard Cancel if a challenger continues the remains of a big combo after you've blocked the first hit and you should also bear this in mind when doing a chain combo. An Alpha counter that doesn't use up a Stock Gauge block.

FOLLOW THROUGH ATTACK

A name we've given a certain technique. When starting a combo from a jumping attack, it's possible to do a 2 hit chain in the air before continuing with the rest of the combo on the ground. By pressing the weak K or P button just above your opponent and then immediately pressing a strong attack button your fighter should perform a follow through. It's also possible to air block an attack and break out of the guard with a follow through.

FOLLOW UP

More common to a 3D game than a 2D game is the follow up attack. By pressing Up and P or K when the enemy is knocked down, your chosen member of the undead will attack the hapless foe and pound him for extra damage.

ES MOVES

Special moves, guard cancels and follow up moves can be powered up to be an ES move for the cost of one Stock Gauge bar. ES moves in general hit an extra three to four times and are activated by pressing two or three of the attack buttons used to perform the special move i.e. ES Shadow Blade is performed with a Dragon Punch motion + 2P buttons.

LINKING SPECIALS AND EXS

With certain specials and EXs, it's possible to link them together and if done properly, cause masses of damage. For example: with Lilith facing towards the wall, do an ES special throw and jump to meet the foe as he bounces off the wall and input the luminous Illusion for a 21+ hit combo!

DARK FORCE

The new addition to the series is the Dark Force. The Dark Force has a different effect depending on the character. There are two elements common to all DFs though. First of all, DF is activated by pressing the same strength P and K. Secondly, and more importantly, DFs are invulnerable at the moment of activation. With some DFs, the character becomes unable to block and these fighters are of the Dark Armour class DFs.

SUPER ARMOUR:

Quite obvious really.
Characters: Sasquatch and Bishamon

DARK ARMOUR:

Stronger than super armour and is very similar to the Hyper Armour X move of Colossus in *X-Men: COTA*.
Characters: Hsien-Ko, Aulbath, Anakaris

EXTRA BODY:

Works in the same way as Rose's Soul Illusion and allows the player to double the number of hits during a combo.
Characters: Lilith, Morrigan, J Talbain.

OPTION:

An 'option' or a helper appears and tries to copy the attacks that you do. It seems to be more limited than the Extra Body DF but is very useful.
Characters: Demitri and Felicia

FLYING

Have the ability to fly freely around the screen with this type of DF and annoy the hell out of all challengers.
Characters: Jedah and Q-Bee

POWER UP:

Increases a Darkstalker's power.
Characters: BB Hood, L Raptor, Victor



DEMITRI

"I SHALL BE THE NEXT LEADER OF THE DARK REALM!"
Many people describe Demitri as a Ryu clone, but the fact is that he's more subtle and his EX moves make him a world apart from the Japanese Street Fighter. The temptation to fire an infinite barrage of projectiles is there, but you must resist as the hadoken/shoryuken tactic won't work in a *Darkstalkers* game.

SPECIAL MOVES

• CHAOS FLARE	QUARTER CIRCLE TOWARDS+P (MID AIR)
• DEMON CRADLE	DRAGON PUNCH + P (GUARD CANCEL MOVE)
• BAT SPIN	QUARTER CIRCLE AWAY+K

EX MOVES

• DEMON BILLION	D, T, D+KK
• MIDNIGHT BLISS	D, T, D+PP

DARK FORCE

• DARKSIDE MASTER	SAME STRENGTH P + K

GALLON

"TASTY, TASTY, FLESHY, FLESHY!!"
An extremely speedy Darkstalker and very annoying to boot. As his strength is rather poor, producing a massive chains and combos are essential. Don't despair though, as big combos are quite easy to do with Gallon. Use his Beast Cannon continuously and as often as possible to send the opponent's irritation beyond critical!

SPECIAL MOVES

• BEAST CANNON	QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
• BEAST CANNON	(VERTICAL) TOWARDS, DOWN, DOWN TOWARDS+P (GUARD CANCEL)
• CLIMB KICK	D, U+K
• MILLION FLICKER	QUARTER CIRCLE AWAY +P CONTINUOUSLY
• WILD CIRCULAR	(THROW) HALF CIRCLE AWAY+MEDIUM K OR STRONG K

EX MOVES

• DRAGON CANNON	HALF CIRCLE TOWARDS+KK
• MOMENT SLICE	WEAK P, MED P, T, WEAK K, MED K

DARK FORCE

• MIRAGE BODY	SAME STRENGTH P + K

L RAPTOR

"SCREAM IN HARMONY WITH THE ZOMBIES OF HELL!"
Another totally unique character to the *Darkstalkers* series is L Raptor. With very odd looking and moving moves, the undead rocker is a formidable opponent and many players become weary of fighting anybody who's using him. All perfectly understandable since L Raptor can juggle foes in the air with a combination of specials, ES and EX?

SPECIAL MOVES

• DEATH HURRICANE	QUARTER CIRCLE AWAY + K (POSSIBLE IN MID AIR)
• SKULL BLADE	D, U+K (POSSIBLE IN MID AIR)
• HELL WARP	HALF CIRCLE TOWARDS + K
• DEATH PHRASE	DRAGON PUNCH+K (GUARD CANCEL MOVE)
• SKULL PUNISH	(THROW) HALF CIRCLE AWAY + P

EX MOVES

EVIL SCREAM	T,A+PP
DEATH VOLTAGE	HALF CIRCLE AWAY+KK
HELL DUNK	DRAGON PUNCH +PP

DARK FORCE

ULTIMATE UNDEAD	SAME STRENGTH P+K

VICTOR

"EVEN THOUGH THE DOCTOR'S DEAD, I AM NOT SAD."
Rather slow moving but a very hard hitter is the Frankenstein's monster, Victor. Chaining and big number combos are not his forte, but as one hit from Victor is equivalent to a 3-hit chain of some of the other 'weaker' characters, Dr Gerdenheim's creation is not at a disadvantage. A good choice for players of any level.

SPECIAL MOVES

• GIGA HEAD	A, CHARGE, T+P
• GIGA FIST	D, CHARGE, U+P
• GIGA KNEE	DRAGON PUNCH +K (GUARD CANCEL MOVE)
• GIRO CRASH	QUARTER CIRCLE AWAY+P
• MEGA SHOCK	QUARTER CIRCLE TOWARDS+K
• MEGA SPIKE	(THROW) 360 DEGREES + MED OR STRONG P
• GRAVITON KNUCKLE	DURING NORMAL P THROW, D, U+P
• ELECTRIC AURA	PRE [redacted] OUSLY

EX MOVES

• THUNDER BREAK	D, CHARGE, U+KK
• GERDENHEIM 3	720 DEGREES +KK

DARK FORCE

• GREAT GERDENHEIM	SAME STRENGTH P+K

MORRIGAN

"ARE YOU STILL SCARED? LET'S PLAY TOGETHER."
A Ken clone? Never!! Morrigan plays nothing like the Raging Red and has many linking specials and EXs. She can link chains, specials, DFs and EX all together for a 40+ hit combo! Cheesy? Not really as it's quite hard to do. One of the better characters with tons of combos waiting to be discovered.

SPECIAL MOVES

• SOUL FIST	QUARTER CIRCLE TOWARD+P (ALSO MID AIR)
• SHADOW BLADE	DRAGON PUNCH +P
• VERTICAL DASH	D,U

EX MOVES

• VALKYRIE TURN	HALF CIRCLE AWAY+K AND THEN K CONTINUOUSLY
• DARKNESS ILLUSION	WEAK P, WEAK P, T, WEAK K, STRONG P
• FINISHING SHOWER	MED P, WEAK P, A, WEAK K, MED K
• CRYPTIC NEEDLE	T, STRO [redacted] EAK P, T

DARK FORCE

• ASTRAL VISION	SAME STRENGTH P+K

ANAKARIS

"DON'T TRY TO COPY ME!"
The choice of most veteran players in the arcades is the Pharaoh/magician, Anakaris. The slowest of all the Darkstalkers, Anakaris is very prone to the faster characters like Morrigan and J Talbain thus your blocking has to be spot on. But if you do master him, the success is that much sweeter and many people will grovel at your feet!

SPECIAL MOVES

• COFFIN FALL	D,D +P OR K
• ROYAL CURSE	QUARTER CIRCLE TOWARDS +P (ONLY MID AIR)
• SPIRIT RETURN	(TO EAT PROJECTILES) QUARTER CIRCLE AWAY+K (TO SPIT OUT) QUARTER CIRCLE TOWARDS+K
• COBRA BLOW	A, T+P
• MUMMY DROP	QUARTER CIRCLE TOWARDS+P
• PHARAOH HOLE	(WHILE DOWN) DRAGON PUNCH +K

EX MOVES

• NARAKU'S HOLE	HALF CIRCLE TOWARDS+KK
• PHARAOH MAGIC	MED K, WEAK P, D, WEAK K, MED P (POSSIBLE IN MID AIR)
• TELLER OF TRUTH	DRAC [redacted] P

DARK FORCE

PHARAOH SPLIT	SAME STRENGTH P+K



FELICIA

"FIGHTING IS LIKE A DANCE - IT'S VERY PRECISE!"
The naked (pretty much) cat woman of doom is by far the fastest and the easiest character to use in *Vampire Saviour*. All her moves are easy to do and are very effective, plus have a high successful hit ratio than other Darkstalkers. A good choice for the beginner but not that much scope for the expert to find new combos.

SPECIAL MOVES

• ROLLING PUNCH	QUARTER CIRCLE TOWARDS +P AND THEN P AGAIN
• CAT SPIKE	DRAGON PUNCH +P
• DELTA KICK	DRAGON PUNCH + K
• EX CHARGE	D,D +KK AND HOLD
• HELL CAT	(THROW) HALF CIRCLE AWAY + MED K OR STRONG K

EX MOVES

• DANCING FLASH	HALF CIRCLE TOWARDS +PP
• PLEASE HELP ME!	HALF CIRCLE TOWARDS +KK

DARK FORCE

• KITTY THE HELPER	SAME STRENGTH P+K

BISHAMON

"ONE SLASH, TWO SLASH, THREE SLASH AND GO TO HEAVEN!"
Bishamon is without a doubt one of the more interesting characters to learn in a video game and the rewards are worth it. Though his appearance may look relatively boring, the Japanese spirit has some great looking moves and are a sight to behold when specials and EX are linked together. A good choice for the competent player.

SPECIAL MOVES

• SOUL STUN	HALF CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
• KIENZAN	WHILE THE OPPONENT'S HELD BY THE SHIME DAMASHI, A+P THEN DRAGON PUNCH +P
• STORM SLASH	(WHILE THE OPPONENT'S HELD BY THE SHIME DAMASHI) QUARTER CIRCLE TOWARDS +P
• IAI GIRI A	CHARGE, T + P OR K
• KIRISU TE GOMEN	360 DEGREES + MED P OR STRONG P

EX MOVES

• DEVIL NECK CUTTER	HALF CIRCLE AWAY + PP
• STONE DROP	HALF CENSORED RDS + KK

DARK FORCE

• KOGANE KATABIRA	SAME STRENGTH P + K

HSIEN-KO

"EVEN THE UNDEAD BECOME HUNGRY YOU KNOW?"
One of the most popular characters from *Night Warriors* but not the strongest is Hsien-Ko. Though she has "Firecracker" style moves, they are easy to do and are very effective but she seems to pale in comparison when compared to the likes of Morrigan and Aulbath.

SPECIAL MOVES

• WEAPON THROW	QUARTER CIRCLE TOWARDS + P
• REFLECT GONG	QUARTER CIRCLE AWAY + P (POSSIBLE IN MID AIR)
• GUILLOTINE SWING	DRAGON PUNCH + P (GUARD CANCEL MOVE)
• HOHTEN GEKI	(THROW) HALF CIRCLE AWAY + MED P OR STRONG P

EX MOVES

• JIREITOH	HALF CIRCLE TOWARDS + KK
• TENRAIHAH	WEAK K, STRONG K, MED P, MED P, U
• CHUKA BOMB	HALF CIRCLE TOWARDS + PP

DARK FORCE

• REMOTE CONTROL	SAME STRENGTH P + K



AULBATH

"I DON'T ENJOY BEATING WEAKLINGS!"
Aulbath remains one of the more enjoyable fighters to use in the *Darkstalkers* series, and is a very irritating foe for most players. Though his moves haven't changed, the method of execution have and has resulted in the Merman king becoming a lot less accessible. However, all Aulbath players persevere, as he is still a great character.

SPECIAL MOVES

• SONIC WAVE	A, CHARGE, T +P
• POISON GAS	A, CHARGE, T +K
• CRYSTAL FISH	A,A, +K
• TRICK FISH	DRAGON PUNCH + K (GUARD CANCEL)
• CRYSTAL LANCER	(THROW) HALF CIRCLE AWAY + MED P OR STRONG P
• GEM'S ANGER	(THROW CENSORED E TOW CENSORED OR STR

EX MOVES

• AQUA SPREAD	TOWARD-DOWN QUARTER CIRCLE+PP OR KK
• WATER JAIL	DRAGON PUNCH +PP
• SEA RAGE	HALF CIRCLE TOWARDS +PP

DARK FORCE

OCEAN RAGE	SAME STRENGTH P + K



SASQUATCH

"WHERE CAN I GET A DECENT MEAL AROUND HERE?"
Strong but fast. Sasquatch has the ability to trap others with the greatest of ease, Sasquatch is a great choice for anybody who's just starting out in *Vampire Saviour*, and want to achieve great technical heights without having to change characters.

SPECIAL MOVES

• BIG BREATH	QUARTER CIRCLE TOWARDS + P
• BIG BLOW	DRAGON PUNCH + P (CHARGING POSSIBLE)
• TYPHOON KICK	DRAGON PUNCH + K
• ICE TOWER	D,D +P
• BIG SWING	360 DEGREES + K
• BIG BRUNCH	(THROW) HALF CIRCLE AWAY + PP

EX MOVES

• BIG FREEZER	HALF CIRCLE TOWARDS + PP
• BIG ICE BURN	HALF CIRCLE TOWARDS + KK
• BIG SLEDGE	72 CENSORED K

DARK FORCE

• BIG REGISTER	SAME STRENGTH P + K







JEDAH

"ONLY I CAN RESCUE THIS WORLD!"
The best character ever? Most definitely! And you'll know exactly what we mean after you've used Jedah for a few goes. He seems to have the most potential out of all the new batch of Darkstalkers. Combined with some of the best looking specials moves in any fighting game, Jedah is sure to be hit with most players.

SPECIAL MOVES

• DIO=SEHGA	QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
• NERO=FATICA	QUARTER CIRCLE AWAY + P
• IRA=SPINTA	DURING MID AIR HALF CIRCLE AWAY + K
• SPLEGIO	DRAGON PUNCH + P (ONLY GUARD CANCEL)
• SAN PASARE	(CENSORED CIRCL CENSORED K

EX MOVES

• PROVA=DI=SELVO	HALF CIRCLE TOWARDS + KK AND THEN K
• FINALE=ROSO	D,D +PP

DARK FORCE

• SANTO ARIO	SAME STRENGTH P + K



LILITH

"AT LAST...MY BODY WILL BECOME ONE WITH ITS TRUE SELF..."
Lilith is very similar to Morrigan and shares many moves. However, she has some great EXs and throws. In fact, one of her EXs can produce 100% damage if you do the move correctly. Persevere with this Darkstalker and you'll discover one of the most interesting new characters.

SPECIAL MOVES

• SOUL FLASH	QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
• SHINING BLADE	DRAGON PUNCH + P (GUARD CANCEL MOVE)
• SOUL SPIN	QUARTER CIRCLE AWAY + K
• HIGH JUMP	D,U
• SPECIAL THROW	(THROW) H CENSORED AY + P

EX MOVES

• SPLENDOR LOVE	DRAGON PUNCH + KK
• LUMINOUS ILLUSION	WEAK P, WEAK P, T, WEAK K, STRONG P
• GLOOMY PUPPET SHOW	HALF CIRCLE TOWARDS + KK (REQUIRES 2 STOCK GAUGE BLOCKS)

DARK FORCE

MINDLESS DOLL	SAME STRENGTH P+K



Q-BEE

"WHY ARE YOU SCARED? I WANT YOU TO JOIN MY HIVE."
A strange character and no mistake! Her moves look very spectacular nonetheless and even chains look very good. Not a first choice sort but very interesting.

SPECIAL MOVES

• CR	HALF CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
• DELTA A	QUARTER CIRCLE AWAY + K (POSSIBLE IN MID AIR)
• S BY P	PRESS K CONTINUOUSLY (POSSIBLE IN MID AIR)
• RM	DRAGON PUNCH + K (ONLY A GUARD CANCEL MOVE)
• OM	(T CIRCLE CENSORED CENSORED

EX MOVES

• QJ	DRAGON PUNCH + PP (POSSIBLE IN MID AIR)
• PLUS B	HALF CIRCLE TOWARDS + KK (POSSIBLE IN MID AIR)

DARK FORCE

I SQUARE	SAME STRENGTH P+K

BB HOOD

"YOU WANT SOME EH, MR WOLF? I KIIILLL YOOUUU LIKE A STIIINKIIING PIIIGGG!!"
After an initial period of discontent, we are starting to warm to BB Hood. She looks very innocent but watch her in action and you'll discover that she's a combo maniac with all sorts of dirty, under-handed EX moves and is a real fun character. Give BB Hood a a go and we're sure you'll like her too!

SPECIAL MOVES

• SMILING MISSILE	A, CHARGE, P OR K
• HAPPY MISSILE	D, CHARGE, U +P
• CHEER OF FIRE	DRAGON PUNCH + P
• SHY STRIKE	QUARTER CIRCLE AWAY +P (CHARGE POSSIBLE)
• JEALOUSY & FAKE	DRAGON PUNCH + K (ONLY A GUARD CANCEL MOVE)
• SENTIMENTAL TYPHOON	CENSORED CIR CENSORED ED

EX MOVES

• COOL HUNTING	HALF CIRCLE TOWARDS + PP
• BEAUTIFUL MEMORY	HALF CIRCLE TOWARDS + KK
• APPLE FOR YOU	HALF CIRCLE AWAY + KK

DARK FORCE

• THE KILLING TIME	SAME STRENGTH P+K



YAS'S COMMENTS

Vampire Savior combines great visuals, haunting sounds and intricate gameplay. In my opinion it's one of the best fighting games ever. If you're sick of your *Street Fighters* and *Virtua Fighters*, *Vampire Savior* looks at the beat 'em up genre in a new light and should come as a breath of fresh air. It'll take absolutely months and months to find all the combos and to appreciate all the little graphical touches that Capcom have put in the game. I implore you to go forth and spend your savings on this great Capcom masterpiece!
YAS HUNTER



PLEASE NOTE: SOME OF THE MOVES HAVE BEEN CENSORED AT CAPCOM'S REQUEST.

マリオカート MARIO KART 64™

MARIO KART 64 - THE CVG HANDY GUIDE TO CHAMPIONSHIP GLORY!!

M*ario Kart 64* has been available for some few months now on import and is now set for it's official UK release, we'll show you some of the techniques to get the fastest lap times and all of the short cuts in the game!

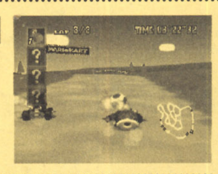
MEXIIIICO!

Unlike other racing games (bar the *WipeOut* series), *MK64* not only tests your driving skills but your cunning and dexterity at weapon handling too. You have to know the following to get anywhere in the game and, more importantly, to humiliate your friends to the full potential!

And here it is – the championship glory we're talking about.

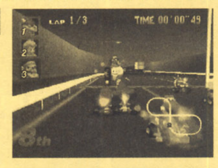
DRAGGING

After you get a weapon item, press and hold the trigger button to 'drag' the item behind your kart. Dragging an item has a couple of advantages. Firstly, the item will act as a one-hit shield (except the blue shell which lasts forever) from red shells, green shells, and a heavyweight driver who's trying to run you off the road. And secondly, you can collect another item giving you the advantage of carrying two sets of weapons. But obviously, you can't drag items as such as mushrooms, stars, or lightnings.



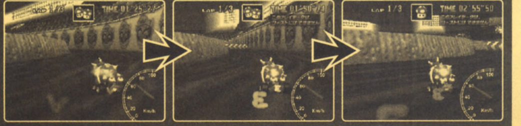
TURBO START

The great news for all you *MK* veterans is that the timing is basically the same as for the SNES, but for you lot out there who've never tasted the delights of *MK*, here's how to do so. At the very start of the race, hold down the accelerator button as the red signal starts to fade. When the light turns blue, your kart should burst ahead of the pack and the turbo start has the added advantage of having the same long lasting effect of a mushroom boost.



POWER SLIDING

Essential to any *MK64* glory is the power-slide. The power-slides have the advantages of taking a corner without any drop in speed, and if another technique is done properly during the power-slide, gives the driver a temporary speed boost!! To perform a power-slide, hold the jump button and turn at the same time. White smoke should appear from behind your kart if you're power-sliding. And the speed boost is just as easy. During the power slide, keep the jump button held down and push the analogue stick in the opposite direction that you're turning and then let the stick go into neutral. Repeat the same process again for the smoke to turn from white to yellow to orange, and then release the jump button to get a speed boost for around 2 - 3 seconds.



BANANA SLIP RECOVERY

Are those pesky banana skins getting you every time you turn a corner? Now you won't have to fall foul of the slippery menace ever again, as there is a way to recover once you've run over the banana skin. By having a quick stab of the brake immediately after you've slipped on a banana, your driver will wrestle briefly with the steering wheel and then whistle, signalling a full recovery.

SLIPSTREAM TURBO BOOSTS

It's not just power sliding and mushrooms that gives your kart a temporary boost of speed – driving behind or in between other vehicles does so too! This is known as slip-streaming and you'll know if you're successful as 'vapours' will appear at both sides of your kart. It's not just other karts that will allow you to slipstream – it's possible to do so with the trucks and the buses of Toad's Turnpike.

MULTIPLE POWER SLIDING

On courses with long bends, ie. Luigi Raceway and Rainbow Road, it's imperative that you power slide and boost 2 to 3 times around a single bend if you're to break any records and leave the rest of the field to eat your dust. It's best to start a power slide on the straight just before a bend (it's possible to travel in a straight line even when you're power sliding) so that will have enough space to fit all 3 power slides and boosts. After you've done a power slide and got the boost, let the increase in speed run for a second and then immediately go into your second power slide. Repeat the same process until you've run out of space. If you master this technique, beating the cream of the Nintendo playtesting squad during the Time Trials will be no problem at all. Even beating them with a full 2 seconds to spare should become a regular occurance!!

WET SAND

Not a great boost but one that nonetheless giving you that extra "oomph" is the wet sands of the Koopa Trooper Beach. By running on the wet sand, your kart will run an extra 10 kph faster.



WEAPONS OF MASS DESTRUCTION

A *Mario Kart* game wouldn't be right if there were no power-ups you could use to annoy your opponents with. And *MK64* doesn't let us down in that department, with a multitude of destructive splendour at your disposal. While the use of the weapons is obvious, there are some methods of employment that will raise the irritant factor through the roof. Here's one of them.







FAKE BOXES

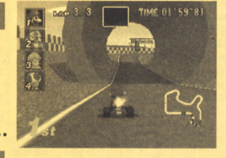


The most obvious of the lot is the fake box. Plant the fake box right among a patch of item boxes and watch your opponent fly into the sky as they fall sucker to your cunning. Some of the most ideal places for the fake box trap are the hard to see item box depots on Toad's Turnpike and the Bowser's Castle courses. Look out for the giveaway upside-down question mark.

SHORTCUTS

Love them or loathe them, shortcuts are part and parcel of *MK64*, and mastering them is essential if you're to race against any *MK* veteran. Pull off all the six shortcuts consistently and record breaking times will be yours!

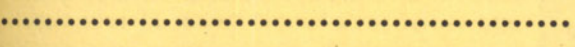
MARIO RACEWAY



A toughie to master but once done becomes a great way to cut seconds off your total time. As you come towards the 4th turn, drive onto the grass verge and then head towards the T-shaped brick wall. Use a mushroom boost and then jump at the very edge of the track to fly over the wall. Try to land on the right-hand side of the wall as you'll get a faster time.

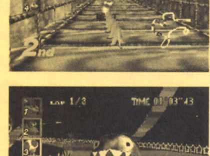
WARIO STADIUM

A great way to baffle anybody who doesn't know this shortcut and it's guaranteed to bug the hell out of them as they have no chance. As you approach the very first hump of the track, power-slide towards the left wall so that you're face on, and as close as you can get to it. Now jump just before the peak of the hump to clear the wall. This should cut half of the track and lap time. Not a hard shortcut to master, but one of the most effective.



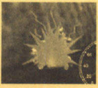
DONKEY KONG'S JUNGLE PARKWAY

Perhaps the least demanding of the shortcuts, but can be lethal if you're careless. As you enter the cave just before the finishing line, aim for the first item block and then drive straight up the slope to cut some 3-4 seconds off your lap time. Go up the slope any earlier and your kart will stall with you languishing some place in the last 3. But if you've got a mushroom, take the shortcut as soon as you enter the cave. Easy!

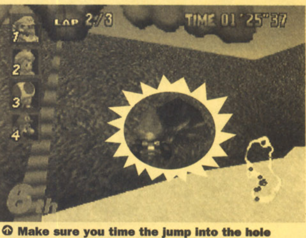


RAINBOW ROAD

A boring course? Most definitely, even with this shortcut. On the very first dip of the course, jump and turn very sharply to the left immediately after the dip starts. You should sail across and land on the track below with some 2/5 of the course cut. The reverse sign will be flashing in your face, so hop and correct your direction and race to the finish!



Make sure you time the jump into the hole properly or you'll end up smashing into the wall!

KOOPA TROOPER BEACH

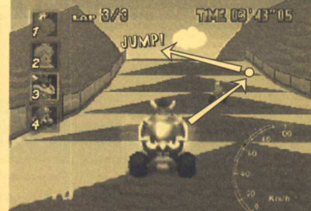
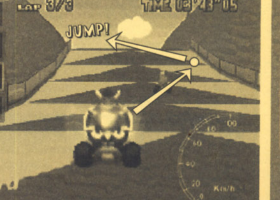
Not content with having just one shortcut on the course, Nintendo have added a second one to please you *MK* lovers out there.

The first shortcut of the course is the most obvious, but is the more difficult of the two. As you enter the arch with the three successive ramps after it, line your kart head on with the ramp and use a mushroom boost to propel yourself through the hole in the wall. It's possible to make the shortcut without a mushroom by pressing the jump button at the edge of the ramp, but having a boost does make life that much easier.

The second shortcut of KT Beach is far simpler. At the arch with the three ramps, turn sharply to the right and you see a straight that allows you to cut some five seconds off your lap time, but be careful as there are crabs that will make you slide and spin out of control.

ROYAL RACEWAY

If done on the first try, this shortcut will reduce 15 seconds off your total time but fail and misery and shame will be your companions. As you approach the second boost zone on the huge ramp, veer towards the right. As the edge draws closer, drive to the left and aim the kart in line with the brown cliffs of the right mountain. The kart should hit the cliffs with a loud thud and then land in the water. You'll be fished out of the lake and placed on the home straight of the course, well ahead of the pack!!

Follow the arrows on the screenshot to go round the left side of the mountain.

computer and video games

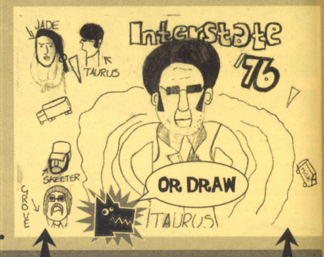
WRITE FOR FREEPLAY

Attention! Attention! Urgent CVG newsflash. Following a late breaking story in the offices this month, the most popular section of the mag (lie) has had to undergo major visual changes. Yes, we are sorry to announce that for one month only, the 'dumps' from Drawinz Wot U Dun have had to be removed due to an absolute flood of complaints. So to compensate for this obscenity, we bring you a special one off awrd... The Pie. Gaining it is truly an honour.

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE THE CLEANERS WILL HAVE A LOT MORE TO SWEEP UP THAN USUAL. GET THE MESSAGE?

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX



YOUR CHANCE TO WRITE FOR CVG!

ED'S TIPS

Poor old Ed. Every month he hunts through Tips World in his eternal quest to provide you with greatest cheats ever. But his minions often let him down. Those who choose to send him their own pearls of wisdom often turn out to be liars. And when they don't work, we laugh at him and he goes red and cries. Only good cheats enter the Lomas Lair.

HIGH SCORES

What could be worse than you spending hours on your favourite game and managing to rack up the biggest high score known to man, only for nobody to believe you? Now there is a place where all good gamers are immortalised – the CVG High Scores page. Simply send in proof of the score, and you're in!

ART/CARTOONS

A terrible disaster has occurred. Far worse than anybody could have imagined. Something is missing, something that will shock you. The turds have gone. Sniffle.

FREEPLAY FAN

The die hard gamers write to this page to rant about anything game related. If something has rattled your cage this month, send us a letter to let off some steam, Bennett.

MOST WANTED

We know by your phone calls which games you are looking forward to the most. But we want it in plain English on a bit of paper. So cut off the bit of paper at the bottom, fill in the games that get you the most excited, and post it to us. Or you could tattoo them onto your arm, saw the arm off and send it to us via carrier pigeon. The choice is yours...

CLASSIFIEDS

Even Del Boy, Arfur Daley and Ian Beale combined couldn't cope with some of the bargains we have on offer in Classifieds this month. Whether you're buying or selling, wheeling, dealing, ducking or diving, this is the place for you. Or you could buy a copy of Exchange and Mart but that's not as funny.

FANZINES

We'd like to take this opportunity to tell all those thinking of sending us a fanzine to post a COPY!!! That way if we accidentally lose it, you still have a master to copy from and everybody's happy! Smiles all round etc.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

NAME ....

ADDRESS ....

....

TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

computer and video games

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

....

....

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

THIS IS A FREE SERVICE

* 1. If you are under 18, make sure that you have your parents' permission before placing or replying to an advertisement.
* 2. If you are under 18, or live at home, make sure that you have your parents' permission to include your telephone number in any advertisement.
* Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.



FREEPLAY